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GAMES MASTER

Sega! Nintendo! Amiga! PC! 3DO! Jaguar!

Issue 23 November 1994

GO APE!

1st Review

DONKEY KONG COUNTRY
Next generation gameplay
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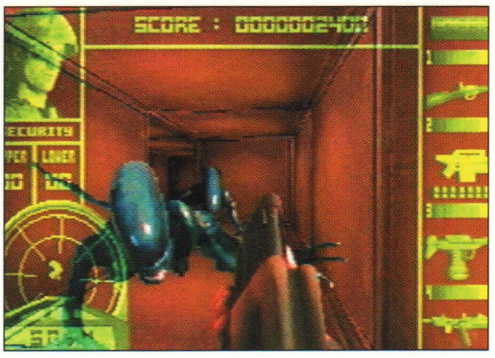
YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the

ALIEN

YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

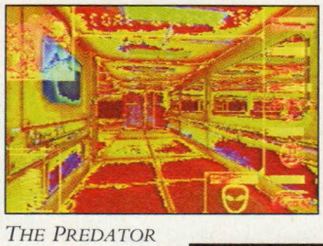
ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you.* Huge sound-sampling - *the better to hear you.* And unparalleled animation - *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.

THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.

MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR SOFTWARE HELPLINE

0839 994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Road, Aston, Birmingham B6 7SS

Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate. 49p per minute at all other time (maximum charge £3.20). Prices and games featured on this service correct at time of going to press. We reserve the right to change the games featured on the helpline without prior notice. Available in UK only.

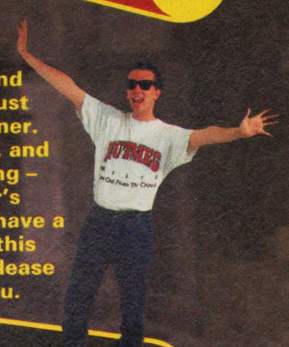
JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

GAMES MASTER

Welcome to the November issue of GamesMaster. Take a look through and you'll find that it's absolutely stuffed with a hell of a lot of great games.

Machines 2, we're bound to find big numbers at the bottom of the page. So, it's a highly exciting time for gamers everywhere, and Christmas is just round the corner. Woo hoo! Oh, and one more thing – GamesMaster's changed! We have a different look this issue, just to please you.



In fact, there are so many highly rated reviews, it's quite embarassing. We don't want you to think we're getting soft or anything, but with games as good as Donkey Kong Country, FIFA 3D0, Doom 2, Street Racer, Probotector, Lion King and Micro

EDITOR Tim Ticker ART EDITOR Simon Birnes DEPUTY EDITOR Simon Kurrane DEPUTY ART EDITOR Lisa Killett STAFF SUB Will Grives STAFF WRITER Les Illis AD MANAGER Dom Biaven DEPUTY AD MANAGER Jane Giddes SALES EXECUTIVE Joe Morris LINO AND SCANNING Mark Gliver, Chris Sticker, Jon Miore, Simon Windsir, Jason Titley SYTEMS MANAGER Avi Ibidi MAC SERVICES Christian Giddard PUBLISHER Colin Cimpbell CIRCULATION DIRECTOR Sue Hirtley PRODUCTION MANAGEMENT Judith Middliton ADMINISTRATION ASSISTANT Suzannah Angelo-Spirling PAPER CONTROLLER Fiona Diane PRODUCTION CONTROLLER Claire Thimas PRODUCTION CO-ORDINATOR Freddie Wissem AD DESIGN Claire Russell GROUP ADVERTISING MANAGER Mary De Sausmarez JOINT MANAGING DIRECTOR Greg Ingham TIPS MAN Paul Weaver PHOTOGRAPHY Rob Scott COLOUR ORIGINATION Saturn Repro PRINTING St Ives UK AND OVERSEAS NEWSSTAND DISTRIBUTION Future Publishing Ltd EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW TEL: 0225 442244 CUSTOMER SERVICES Future Publishing Ltd. FREEPOST BS4900, Somerton, Somerset TA11 6BR TEL: 0225 822510. GamesMaster Magazine © 1994 Future Publishing. GamesMaster TV Show © 1994 Hewland International GamesMaster recognises all copyrights contained in this issue. Where possible we have acknowledged the copyright. Please contact us if we have failed to credit your copyright.

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All the news, all the new games, all the stuff about the videogames world this month. Basically.

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It's getting hot out there. What do you reckon's number 1? You're right you know?

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DONKEY KONG COUNTRY

IT'S SMOKIN'

It's the game every SNES owner has been waiting for. You've seen how good the graphics are, but does it have the game-play to match? Well, I'm not going to tell you. Not until you reach page 34, anyway. Now come on, there's got to be some tension, otherwise we may as well all go out and push shopping trolleys around Sainsbury's, know what I mean? Sorry, I think I've gone mad.

Anyway, not only are we the first independent magazine with a full review in the whole country, we're also the most trustworthy. While others are dazzled by the ray traced rendering and Nintendo hype, we cut through the gloss and tell you about the game. So check it out.

You are one of the privileged few to see this shot of DKC. And we didn't even do the Rhino Neal joke.

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Write to us and you might get in our letters pages.

A member of the Audit Bureau of Circulations
ABC 65, 360
Registered Circulation Jan-June 94

NETW

SEGA SET FOR 32 XSTACY

November sees the launch of Sega's new 32bit add on for the Mega Drive. Weighing in at £150 the new add on is the stopgap until the mighty Saturn appears next year.

The line up of games that will be ready for the machine is getting potentially more impressive by the week. Although the machine will be a standalone bundle (i.e you won't get any games with it) there are a whole bunch of new releases scheduled to coincide with the launch.

- ***Doom*** is the big name release, a 32Bit conversion of the brilliant PC gorefest.
- **Star Wars Arcade**, a four level polygon based space shoot-em-up.

London's Burning, it won't be.

- ***Super Motocross***, 15 courses, three bikes and a racing game from hell.
- ***Virtua Racing Deluxe***, miles faster than the crusty old Mega Drive game.
- ***Super Afterburner***, crusty old shoot-em-up given a new lease of life with a 32Bit injection.
- ***Fahrenheit***, the first 32Bit CD Sega game based around the antics of real life fire fighters.

All these games will sell for between £45 and £50.

32XCD games will also come packaged with a freeMega CD version. These are the games that will, if all goes well, closely follow the launch.

- ***Cyber Brawl***
- ***Stellar Assault***
- ***Metal head***
- ***Tempo***
- ***Golf Magazine Presents 36 Great Holes Starring Fred Couples***
- ***College Basketball***
- ***Surgical Strike*** (32XCD)
- ***Wirehead*** (32XCD)
- ***Shadow of Atlantis*** (32XCD)
- ***Tee Off***
- ***Thunderhawk***
- ***Soulstar***
- ***BC Racers***

Expect to see these games start emerging at the start of next year at the earliest. We hope to start reviewing these games next month. Stay tuned.

Just some of the shiny new (nearly) next generation games heading your, and our, way soon. We can't wait.

Rest assured that we'll get our hands on all these shiny things long before you. For professional reasons, natch.

BUGGER ME!

VORK

FREE EXCLUSIVE LION KING T-SHIRT OFFER

You'd be a fool not to take advantage of our FREE Lion King T-Shirt offer.

There are three exclusive designs, featuring Scar, Pumbaa and Ed, and they're not available in the shops, or anywhere else for that matter. Your only chance of getting hold of them is through GamesMaster, and our good pals at Woolworths, those top videogames stockists.

Turn to the cover and you'll find a rather nifty little credit card type thing stuck to the front of it. Keep it in a safe place. Go along to Woolworths and purchase the Lion King game on either Mega Drive or SNES. Make sure you keep your receipt, because when you get home you want to send it off, along with your free special credit card, to the following address:

Lion King Offer, 157 – 163 Freston Road,
London, W10 6XA

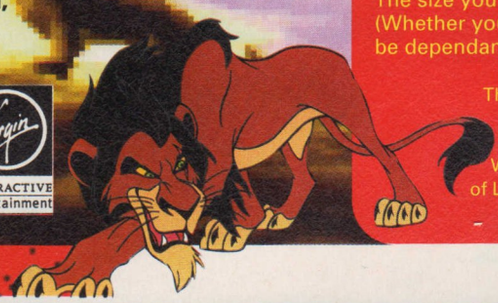
WHAT TO DO

You must make sure that you enclose a piece of paper detailing the following requirements:
Your name and address
Your age
The character design you want (Scar, Pumbaa or Ed)
The size you want (Medium or Large)
(Whether you get your first choice will be dependant on availability)

The offer closes on 31st December 1994, subject to availability, so get down to Woolworths and get your copy of Lion King now.

WOOLWORTHS

Virgin INTERACTIVE entertainment



CHARLIE SHEEN TOM BERENGER CORBIN BERNSEN

Major League II

PG

The craziest team in the whole of America is striking out again

Warner Bros. Presents
A James G. Robinson Presentation A Morgan Creek Production A David S. Ward Film Charlie Sheen Tom Berenger Corbin Bernsen Dennis Haysbert James Gammon Omar Epps Eric Bruskotter Bob Uecker David Keith Alison Doody Michelle Burke
Music By Michel Colombier Film Editors Paul Seydor And Donn Cambern A.C.E. Director of Photography Victor Hammer Production Designer Stephen Hendrickson
Story By R.J. Stewart And Tom. S. Parker & Jim Jennewein Screenplay By R.J. Stewart Produced By James G. Robinson And David S. Ward

AT CINEMAS EVERYWHERE FROM OCTOBER 28th

MORTAL KOMBAT 2 KICKS ASS

The videogame doom and gloom merchants who have been predicting the death of an industry took a severe kick in the teeth with the incredible success of *Mortal Kombat 2*.

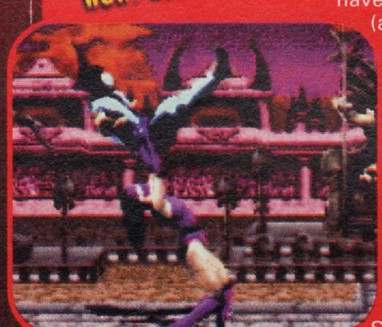
In it's first week of release an incredible 2.5 million copies of the game have been sold. That's an awesome $50 million in sales. Not bad for a dead industry, huh? The game has taken more money in its first week than blockbuster films such as True Lies and The Lion King. *MK2* has also outsold its nearest game rival, Virgin's *Jungle Book*, by a staggeringly impressive seven to one.

Blood, guts, controversy, marketing and sheer quality lead to only one thing. Lots of cash.

LET'S ALL GO RENTAL!

BLOCKBUSTER VIDEO
WOW! What a Difference

This month we offer you this great chance to win free game hire for a whole year from Blockbuster Video. In a subtle product tie-in KP are also offering ten runners up a case of Roysters Pizzarias (each case has 30 bags in it). Alternatively, KP are offering tokens on packs of Hula Hoops, Roysters and The Real McCoys. All you have to do is attach them to your card (available from Blockbuster and Ritz video stores). Stick your tokens on the card and present them at the store for your discount. But before you start stocking up on snacks, check this here compo. All you have to do is identify the screenshot shown (left) and send your answer in to KORTAL MOMBAT COMPO, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.



KP

Not such an early riser

Sega versions of Mirage's huge beat-em-up *Rise of the Robots* have been delayed until well into next year.

It was originally planned that all versions would be released simultaneously worldwide, it now seems as though versions will be drip fed onto the market. Sega's versions will not appear until the summer of '95 while the SNES version has been signed up by Acclaim for distribution and will be released in time for Christmas.

JAGUAR SET TO ROAR

The end of Atari's cashflow problems (and the Jaguar production ones) is nigh, thanks to an unexpected source.

Production of the Jag has been hindered due to Atari being a bit skint lately (they lost nearly $50million last year). Now it seems that Sega have bought a chunk of Atari shares for $40million, with more to be paid over the next seven years. This money will be earmarked for the extra production needed to push the Jaguar when the competition hots up.

WIN! A PORTABLE TV AND WORLDWIDE FAME

STREET RACER CHALLENGE

See that iron-on transfer that you got free in this month's GamesMaster? That could win you a fabulous portable Philips, 14 inch colour TV, that could. Here's the deal. Take that transfer and create something utterly and brilliantly exciting with it. You could use a T-shirt, sweat shirt, boxer shorts, a hankerchief, it's up to you.

Send in a photograph of your ultimate *Street Racer* transfer creation, along with a picture of yourself sporting said garment. The best wins the TV, and gets their ugly mug in the best games magazines in the world. It could be you!

In an unprecedented worldwide challenge, readers of the biggest games mags in the world will be entering this fabulous competition. The list goes like this:

Famitsu (Japan), Game Players (USA), Mega Fun (Germany), Hobby Consoles (Spain), Player One (France), Power Unlimited (Benelux), and GamesMaster (Great Britain - that's us). That's over 2 million readers, stats fans.

Bear in mind that the transfers don't work on black, or very dark colours.

Send your entries to:
Street Racer Competition
GamesMaster Magazine
30 Monmouth Street
Bath
Avon
BA1 2BW

Don't forget to include your name, address, telephone, number and age.

If you don't fancy playing around with your transfer, we've got 50 fab Street Racer T-Shirts up for grabs. Simply answer the following question, on a post card, to the same address as the main compo:

Q. When is the Race Riot?
Is it:
A) In December 1994
B) In November 1994
C) In January 1995

The answer is somewhere in this issue of GamesMaster. Good luck.

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

GAMES MASTER

Le Magazine N 1 des consoles Player One

vivid image

MEGA FUN GOLD GAME

Game players

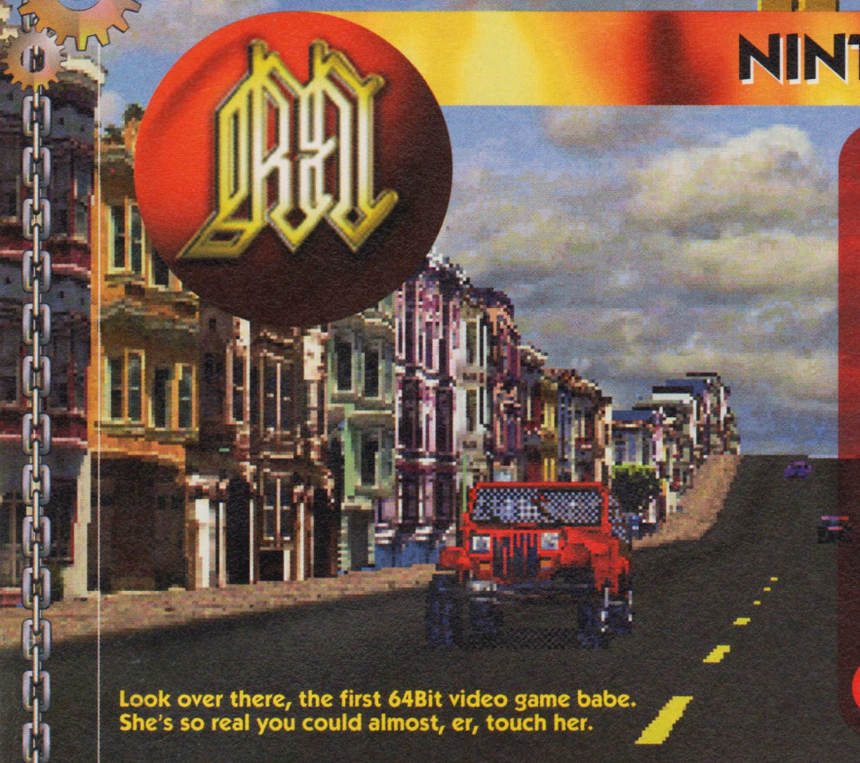
ファミコン通信

POWER UNLIMITED

MEGA FUN

HOBBY CONSOLAS

NINTENDO CRUISE INTO VR



Look over there, the first 64Bit video game babe. She's so real you could almost, er, touch her.

Check out these first shots of *Cuis'n USA* on the Ultra 64. This incredible game, along with *Killer Instinct*, is the first to show off true 64Bit (the Jaguar is just twin 32Bit). It's going through its final testing stages at the moment and should appear in arcades early next year. For more pics, see the Ultimate Future Games supplement free with this issue.

More rumours about Nintendo's top secret 32Bit VR machine: no one outside of Nintendo R&D has seen it, but rumour has it that it will be portable and feature a built in screen. The screen has been set up in such a way that it can show objects to be up to three feet deep. Nintendo are not releasing any info about the machine or the games for it, but a source close to the company has hinted that it may be unveiled in January.

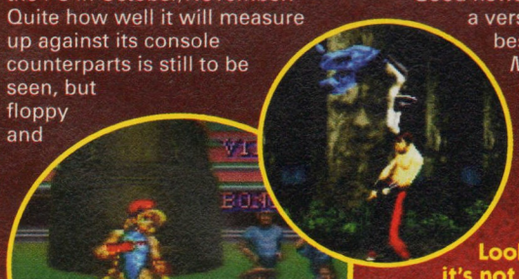
Nintendo®

SSF2 AND MK2 GO FLOPPY

Amiga and PC owners will be able to join their cartridge rivals in fighting the good fight.

Super Streetfighter 2 is hitting the PC in October/November. Quite how well it will measure up against its console counterparts is still to be seen, but floppy and CD version both weigh in at £32.99. US Gold, the publishers, have elected to offer some limited editions with merchandise.

Good news for Amiga owners, a version of the world's best beat-em-up (that's *MK2* just in case you're stupid) is on the way. Next issue we'll be bringing you more on this long awaited game .



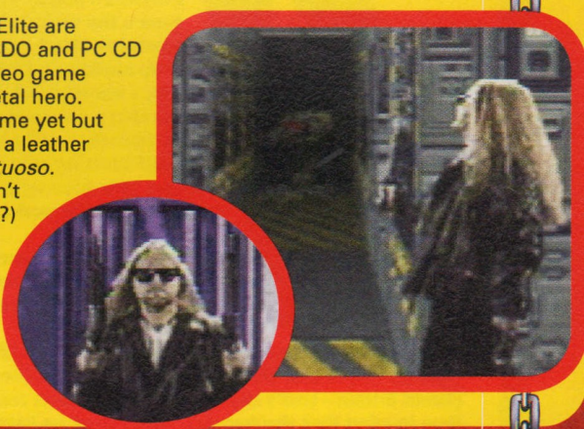
Look I'm telling you it's not a bleedin' wig.

ROCK ON VIRTUOSO

Rock hard publishers Elite are releasing a game on 3DO and PC CD ROM featuring the video game world's first heavy metal hero.

He hasn't got a name yet but he's got long hair and a leather jacket and stars in *Virtuoso*. It's a bit like *Doom* (isn't everything these days?) but offers a slightly different perspective with the same type of frantic action.

The game will appear later this year for a measly £39.99.



WIN WIN WIN WIN WIN

Ever fancied the chance of getting hold of some cool artwork that adorns video game boxes? We've got five copies of the cosmic new book, Only Visiting This Planet, from Paper Tiger to give away. All you have to do is answer the question and send it in to: I COULD DRAW THAT BLINDFOLD, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

What is the name of GamesMaster's Art Editor?
a) Simon Kirrane? b) Simon Barnes? c) Simon Templar?

WIN A 3DO!!

DESIGN YOUR OWN COMPUTER GAME AND WE'LL MAKE IT HAPPEN

All our readers in Scotland should be looking forward to The Taste Race, the Scottish School Meals Week which takes place between 7th and 12th November. This will involve some scorching school meal action, including top of the range school food in your area (if you're Scottish, like Dominik Diamond).

This year's school meals week is being presented in conjunction with GamesMaster TV, and we here at the magazine are sticking our gobs in. Not only do we plan to eat only Scottish school meals during that week, but in the spirit of food-related competitions, we're teaming up with the geezers at Taste Race to offer you the chance to win the stonkingly state of the art 3DO system.

So, here's what you have to do. Simply design your own video game. Come on, you've played enough of 'em, you must have some ideas. The only guide we'll give is that the game must be about food and why a healthy diet is important. The rest is up to you.

Outline the game plot and gameplay, perhaps send in some drawings of the characters, space ships, or whatever you have in mind, and give it a great name. We'll judge the best ones, and bring it to life in the magazine. And don't worry if you're not the best artist in the world - it's the idea that counts.

So, get your entries in to:
Taste Race Competition
GamesMaster Magazine
30 Monmouth Street
Bath
Avon
BA1 2BW

Don't forget to include your name, address, telephone, number and age. Otherwise you can't win, simple as that.

RULES BIT

We need all entries in by 31st December 1994, and as usual the Editor's decision is final. No correspondence will be entered into, unless you're a staggeringly attractive Swedish au pair girl called Bibi. School Meals Service and GamesMaster employees, or their relations, are excluded.

CHARTS

SNES

1. STUNT RACE FX — Nintendo
2. MORTAL KOMBAT 2 — Acclaim
3. FIFA SOCCER — Electronic Arts
4. SUPER METROID — Nintendo
5. JUNGLE BOOK — Virgin
6. WORLD CUP STRIKER — Elite
7. DUNGEON MASTER — JVC
8. NBA JAM — Acclaim
9. WORLD CUP USA 94 — US Gold
10. SUPER ICE HOCKEY — Marubeni

MEGA DRIVE

1. MORTAL KOMBAT 2 — Acclaim
2. JUNGLE BOOK — Virgin
3. SUPER STREETFIGHTER 2 — Capcom
4. FIFA SOCCER — Electronic Arts
5. SYLVESTER & TWEETY — Time Warner
6. PETE SAMPRAS — CodeMasters
7. DUNE 2 — Virgin
8. SONIC 2 — Sega
9. WORLD CUP USA 94 — US Gold
10. STREETS OF RAGE 3 — Sega

AMIGA

1. ON THE BALL — Daze
2. STARLORD — MicroProse
3. BENEATH A STEEL SKY — Virgin
4. CANNON FODDER — Virgin
5. TACTICAL MANAGER — Kompart
6. CLUB FOOTBALL — Boms Computer Games
7. D DAY — Impressions
8. DETROIT — Impressions
9. KICK OFF 3 — Anco
10. HEIMDALL 2 — Core Design

GAMEBOY

1. DONKEY KONG 94 — Nintendo
2. WARIOLAND — Nintendo
3. MORTAL KOMBAT 2 — Acclaim
4. TETRIS 2 — Nintendo
5. KIRBY'S DREAMLAND — Nintendo
6. SENSIBLE SOCCER — Sony Imagesoft
7. JUNGLE BOOK — Virgin
8. MONSTER MAX — Titus
9. MS PACMAN — Nintendo
10. ZELDA — Nintendo

GAMESMASTERS TOP TEN

GAMESMASTER'S TOP FIVE MOVIES OF THE MONTH

1. Lion King
2. Speed
3. Pulp Fiction
4. Jurassic Park (on video)
5. True Lies

GAMESMASTER'S TOP FIVE HATES OF THE MONTH

1. Tangled Joypads
2. Not getting a go on Micro Machines 2
3. Work not play
4. Home time
5. Losing

GAMESMASTER'S TOP FIVE LOVES OF THE MONTH

1. Four Player Micro Machines 2
2. Watching England V Germany '66 World Cup on Fifa 3DO
3. Debating who's hardest; Goro or God
4. Pizza
5. Lisa

GAMESMASTER'S TOP FIVE "WE'RE BORED OF..."

1. OJ Simpson
2. Politics
3. Responsibility
4. Jurgen Klinsmann
5. Alan Partridge

WIN!

SUPER STREET FIGHTER 2 TURBO COIN-OP

Courtesy of SLUSH PUPPiE

Have you seen our cover? Blisteringly hot, isn't it? After that sort of heat you'll want to cool down with a super cool drink and a bout of *Super Street Fighter 2 Turbo*.

Thanks to Slush Puppy you can do both.

They can sort you out with one of their number one ice crystal soft drinks, the coolest thing to hit your tongue since it got stuck to that refrigerator ice compartment that time. Slush Puppy comes in six great flavours – Lemon Lime, Raspberry, Cola, Cherry, Tangerine or Strawberry – and three bio-degradable cup sizes, mini (35p), midi (60p) and mega (99p).

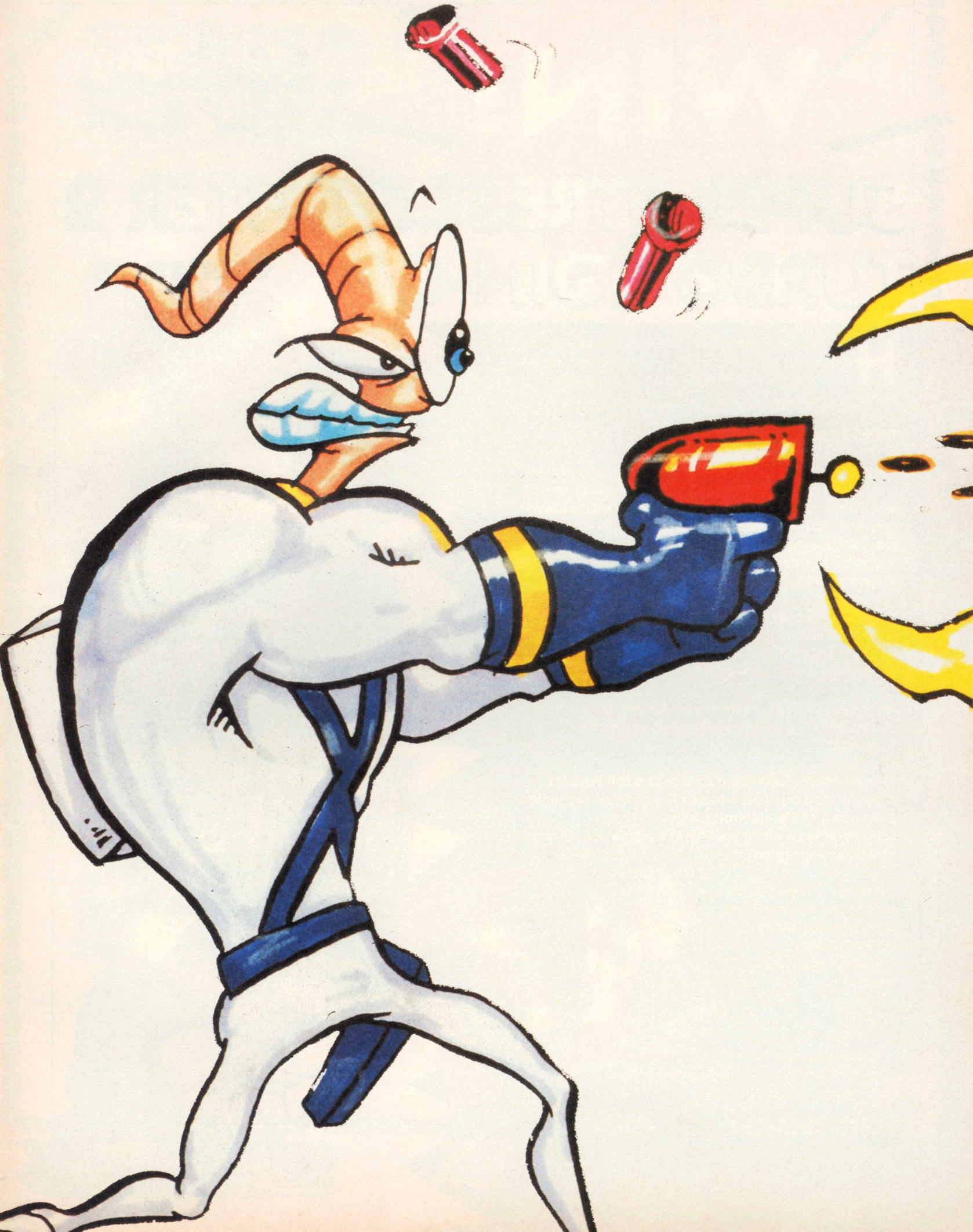
They can also provide you with your very own *Super Street Fighter 2 Turbo* machine or one of fifty smashing Slush Puppie t-shirts for the runners up. All you have to do is answer this simple question:

If you place a large, comfortable, leather brogue in your mouth and slurp noisily you believe which of the following?

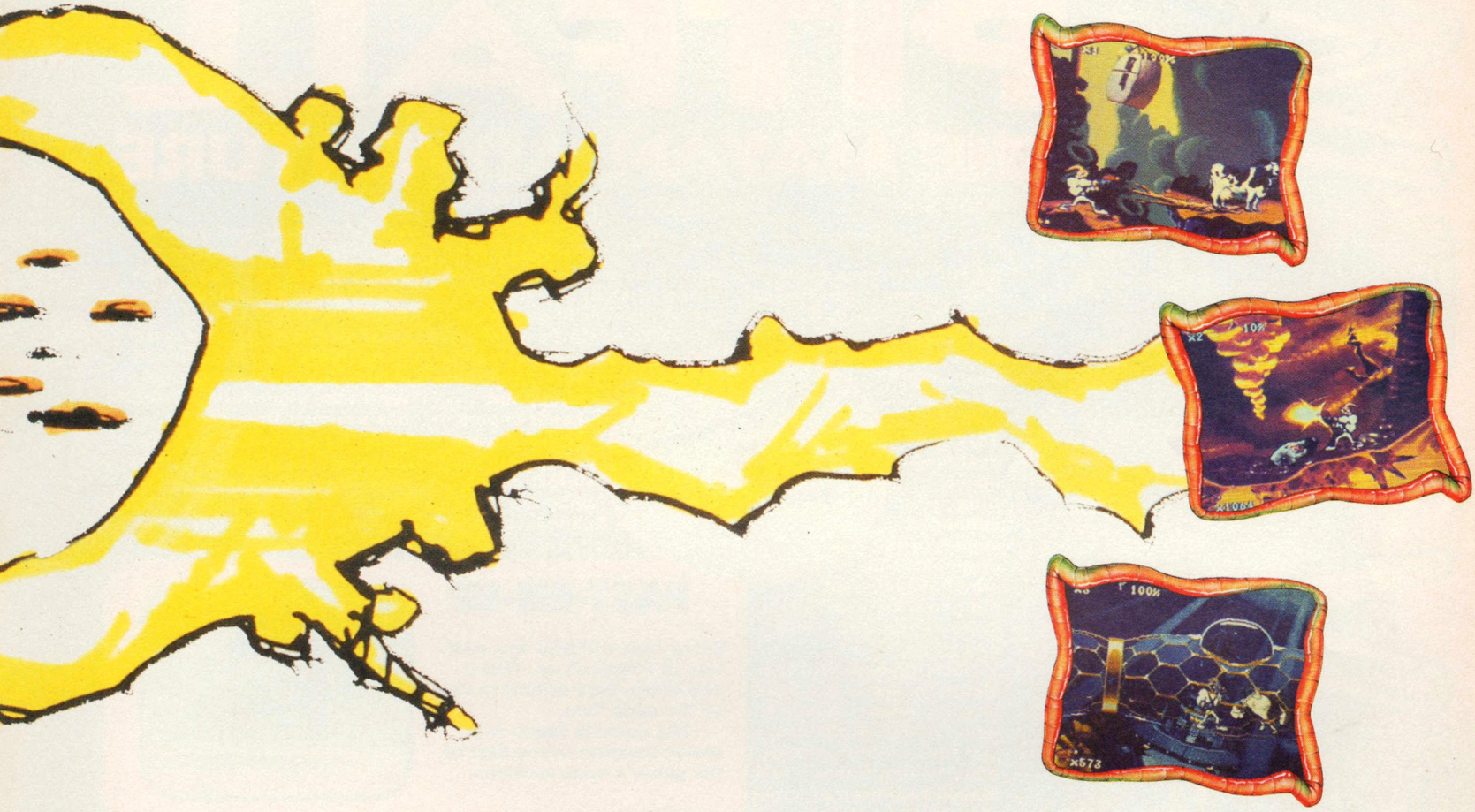
A That Hush Puppies are the same as Slush Puppies.
B That China's National Museum was built on the same design as a 1950s electrolux fridge.
C That holding a pin in your hand will give you a hernia of immense proportions.

Send your answers to:
Super Slush Puppie Turbo
GamesMaster Magazine
Future Publishing
30 Monmouth Street
Bath
Avon
BA1 2BW

Competition closes 20/10/94. Editor's decision is final. No correspondence will be entered in to. Good luck. Or not. Depending on how nice you are.



He's Out to RESCUE His bird.



EARTHWORM JIM

Playmates Interactive Entertainment

Shiny Entertainment

Virgin

SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Earthworm Jim™ ©1994 Shiny Entertainment Inc™

Hang hero, hang like a stone wrapped in taut nylon thread and dangled.

He might look like the bloke out of Jason And The Argonauts with the dodgy heels. But he isn't.

This is just like NET surfing, except our hero doesn't even need a net. Top bloke.

PITFALL
THE MAYAN ADVENTURE

FOR – SNES
FROM – Activision
AVAILABLE – TBA
PRICE – TBA

Way, way back many centuries ago... yeess the retro revolution continues onwards, while fixated about the 8-bit days. *Pitfall TMA* is a past-em-up – a time enhanced sequel to the original Pitfall which was a great old game on most systems, the Atari VCS and so on.

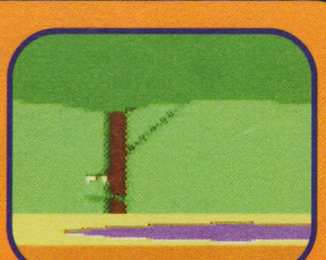
This time around the character sprite is a fluid moving 'street' 'hip' kid, who tackles all the original foes – water, crocodiles, rolling things – in a Mayan backdrop of squat statues and ancient ruins, though there was much comment about the distinct lack of number theory correlating to star/planet movement – which is, of course, the main talking point when it comes to the Mayan civilisation. Unfortunately when the Spanish systematically raped the land they destroyed most of the Mayan's number philosophy... (*let's just stick to the game should we Simon?* – Tim).

If lazy comparisons were to be made then *Alladin* and *Jungle Book* are the games we'd take a gander at. *Pitfall* has a similar fluid animation style, lots of swinging from vines and landing on springy feet. Stay tuned and we'll let you know whether this should have stayed in the past.
SIMON KIRRANE

PAST-EM-UP

Retro fans will love the addition in *Pitfall* of, er, *Pitfall* one of the best selling games of the early '80s.

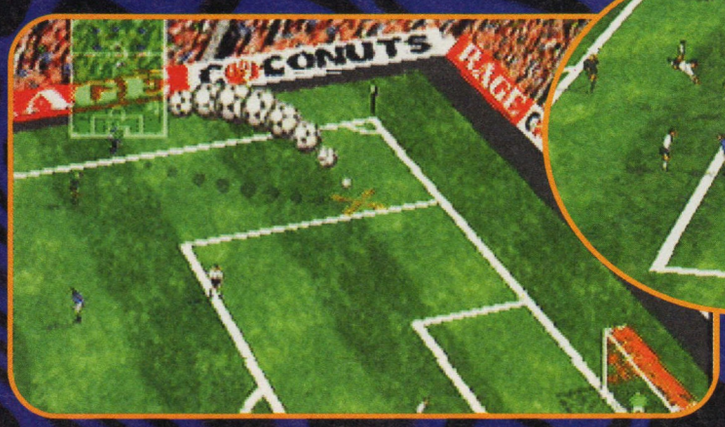
The game is found in a secret location in the first of the game's ruins sections.



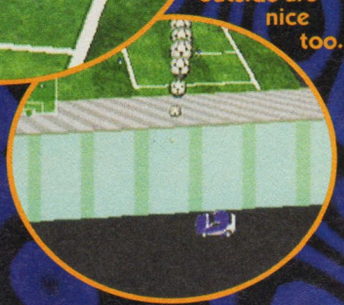
Left: Looking like a bird isn't going to stop any kind of well animated hero in his tracks. Is it?

The on-screen map is, as you'd guessed, completely optional.

Throw ins now give you a real tactical advantage.



This is how you take a corner. Although it does look a bit like that thing in the film The Lair Of The White Worm. But, of course, it isn't anything to do with that. Nothing at all.



The netting looks fantastic. Which might be a bit of a weak claim, but for my money, if you can get that kind of detail right, then you're on to a winner. The cars driving outside are nice too.

Look at that guy! Talk to me about collision detection, talk to me about a view from the terrace.

STRIKER

On the SNES, *Striker* took the charts by storm a year ago and it is now winging its way to the 3DO. I talked to Paul Finnegan and Tony McCabe of Rage software, the game's creators, who told me that the 3DO is the best CD format to work on, as it's the earliest of the next generation consoles and a good platform to expand onto other formats from. They are also currently working on a Sony Playstation version. Wahaay.

The SNES game has not been heavily relied upon for the 3DO version. As Tony said, "It never occurred to me to copy the SNES version though there is continuity in things like the view, pace and action of the game."

The game runs at a fair old lick and the pitch will have all the usual conditions; snowy, hard, wet etc. The indoor game will also be included, along with FMV footage of FA Cup matches and Match of the Day, thanks to a deal Rage landed with the FA.

All the squads will be international teams, and there's something in the region of 490 to choose from. The players can all trap and protect the ball as well as being able to pull off amazing soccrabatics (diving headers, over head kicks et al) thanks partly to Knowlsley Utd's unnamed star striker who was filmed against a blue screen over in Knutsford (a posh suburb of Liverpool, where they all have shag pile carpets – half of Man Utd live there), and was turned into a sprite. Poor bloke.

SIMON KIRRANE

FOR – 3DO
FROM – Rage

AVAILABLE – Nov
PRICE – TBA

Slamming home the winer is one of the most exhilarating feeilings you can, er, feel.

See what I said about and exhilarating feeling? Even the sprites get all carried away.

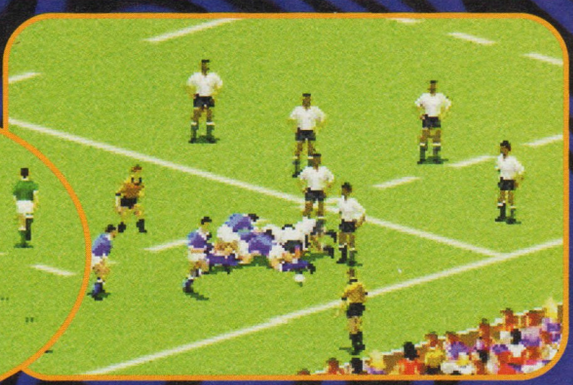
It's difficult to see your shot coming off, but if this were the game you could shift the view.

A dangerous throw in this one. Ohh, I can't wait until we play it next month.

There you go, lots of blokes knocking about. Being lads and 'street' and 'cool' and everything.

That's a stats screen over there, isn't it?

This is a scrum, here.



I really don't fancy the yellow team's chances.

Despite looking like Dizzy, the egg, this is a rugby ball. Good job really, this is a rugby game.

WORLD CUP RUGBY

FOR – Mega Drive
FROM – Electronic Arts

AVAILABLE – Nov
PRICE – £49.99

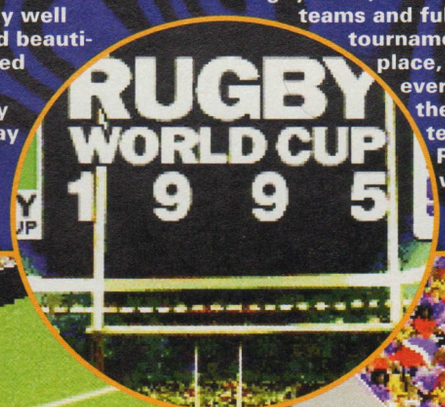
Here's a funny thing. Why hasn't rugby been done properly as a videogame? Most attempts are excruciating rubbish. Happily, this looks set to change with the release of *Rugby World Cup* from EA Sports, those guys who know more than a little about sport, with a string of hits including *John Madden Football*, *FIFA International Soccer*, *PGA Tour Golf* and *NHL Hockey*.

The first thing that hits you about *Rugby* is how well it looks. The sprites have been rendered using a (go on, guess) Silicon Graphics workstation, and the results are astoundingly well rounded and beautifully rendered players.

Naturally the gameplay is well on course too. You'll notice that the game has a similar perspective to *FIFA Soccer*, but there appears to be more of the pitch on screen, which is great for passing. The action is fast and smooth, and with all the Rugby rules, international teams and full World Cup tournament firmly in place, it's got everything even the most tedious Rugby fan will enjoy. At this stage, EA are still asking us for advice on how to improve it (that always tends to make us feel better), but at this rate it looks like being a real stonker. We particularly like the scrum down, which is extremely realistic, and the fact that unlike *Madden*, you can just pick up and play *Rugby World Cup*, despite all those rules about cueing up by the sideline and stuff.

Oh, and one more thing – this is Rugby Union apparently. Rugby League is something else.

TIM TUCKER



The pre match singing of 'Heads and shoulders, knees and toes' was a complete disaster and the teams just couldn't get in synch. It was later abandoned in favour of 'I'm a little teapot'.

The stampede started just as the berserk referee started stomping his foot and bending his forearm a bit... oh it's no good. Simon's brother plays rugby and we can't get him on the phone.

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WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

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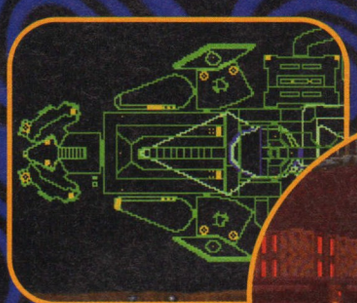
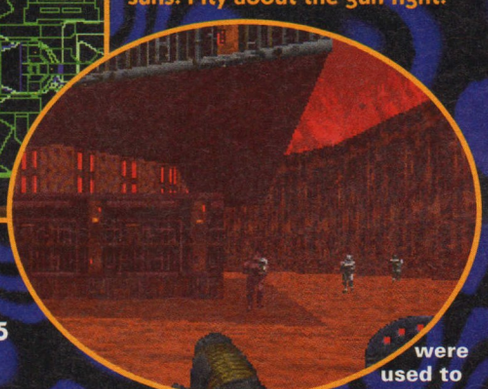
DARK FORCES

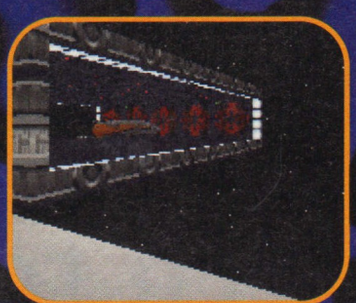
Sneaky, very sneaky. Tippy toe up to his head and blow it off.



It's a map. And what's more it's green!



It's a lovely day out, I suppose that comes with having two suns. Pity about the gun fight.



Aha! There's the post. Bloody large letter mind.

FOR – PC CD ROM
FROM – VIRGIN

AVAILABLE – Feb 95
PRICE – TBA

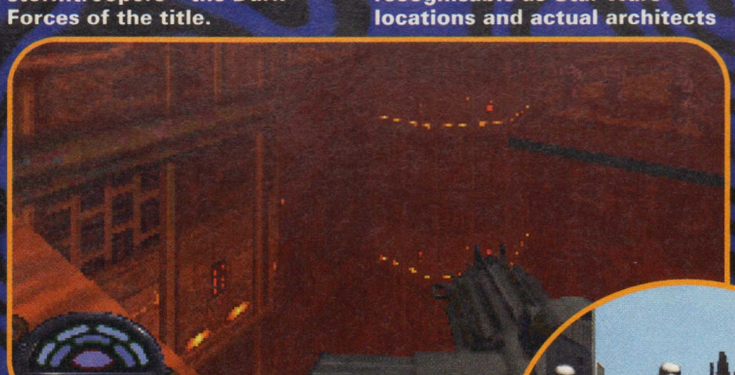
The continuing Star Wars saga is boosted this month with the imminent release of *Dark Forces*. This *Wolfenstein* clone places you in the frame as a mercenary who is hired by the alliance (the good guys) to steal the plans of the Dark Star. However, the plucky hero chap soon discovers that the Empire are getting ready to create a force of robotic stormtroopers – the Dark Forces of the title.

George Lucas had to oversee the plot of the game to ensure that it's consistent with the existing Star Wars story, which it does by using locations that are referred to in the films and comics and by being set just before the beginning of Star Wars and just after the next three films to be released finish.

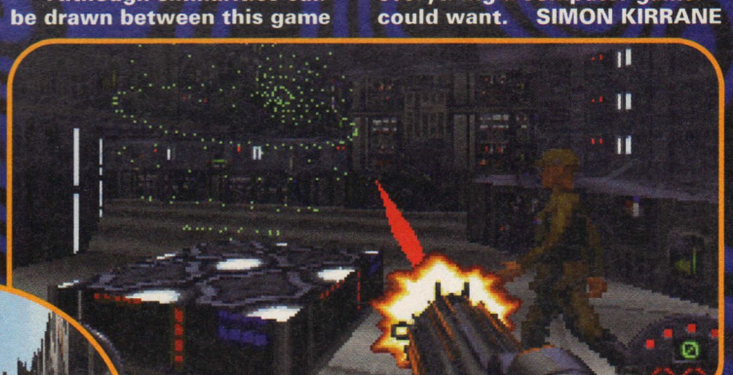
The areas are all easily recognisable as Star Wars locations and actual architects were used to design the 'sets' that you scroll around. Taking all the bosses into account there are at least 20 different enemies to cope with, from stars like Bobba Fett through to regular Stormtroopers and even the odd garbage compact monster. Staying with numbers there are nine weapons for you to use, most of which have dual functions.

Although similarities can be drawn between this game and the *Doom* games (see the *Doom II* review on page 80) the programmers say that *Doom's* release was a real shock to them and that they've created a different game engine completely to the id one that started the in-your-face ball rolling.

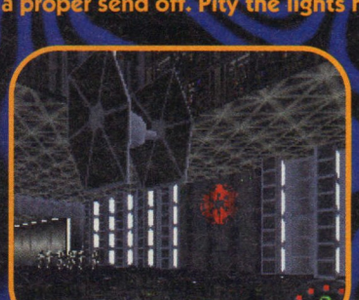
They're also claiming that their game will run faster than the game from hell. We won't be able to review it for a while but from what we've seen so far *Dark Forces* seems to have everything a computer gamer could want. SIMON KIRRANE



It's nice of all the lads to pop out and give me a proper send off. Pity the lights have gone.



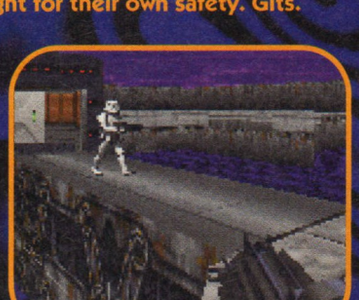
These office workers are terribly nonchalant, very well trained and no thought for their own safety. Gits.



It's a bloody dangerous stunt that! Bloody dangerous.

These are the sewers, the water looks lovely though.

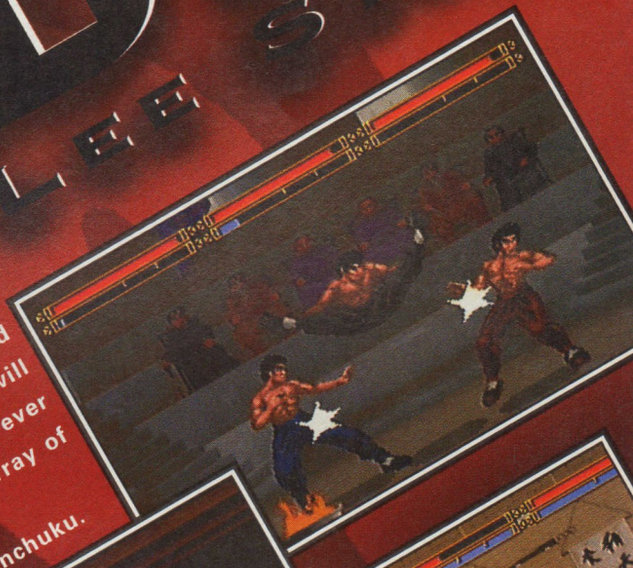
The undersoil heating's great, but those goals are crap.

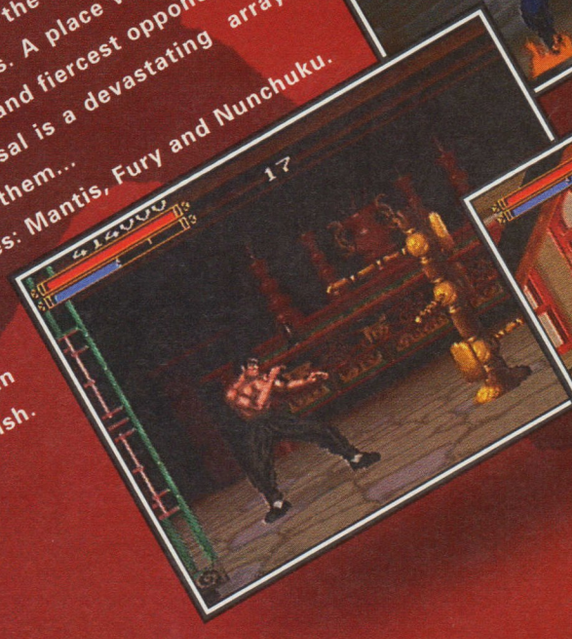


I've got his paces timed to a tee. Excellent, I'll kill him then.

DRAGON

THE BRUCE LEE STORY





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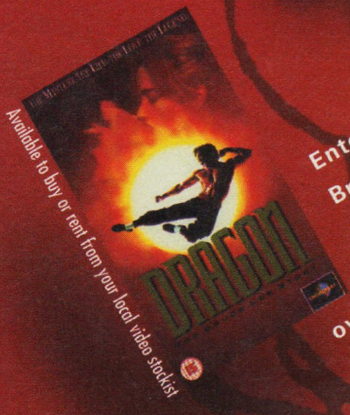

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All mod cons. A video phone, unlimited supply of intoxicating liquids and a puke green sofa.

Come to CyberAlton CyberTowers for the cyber best in Cybertheme Parks.

And this'll be your cyber secretary.

I just knew that they wouldn't be able to resist using this. This game will get a certificate – it gets worse than this.

SNATCHER

FOR – MEGA CD
FROM – KONAMI
AVAILABLE – DEC
PRICE – £40

You're this bloke who's got a licence to blow away replicant snatchers. Yeah, I know it's the same as Blade Runner, but Blade Runner was cool and it's about time they did a game in that style. This bloke happens to have no memory, and neither does his wife. Just imagine the problems.

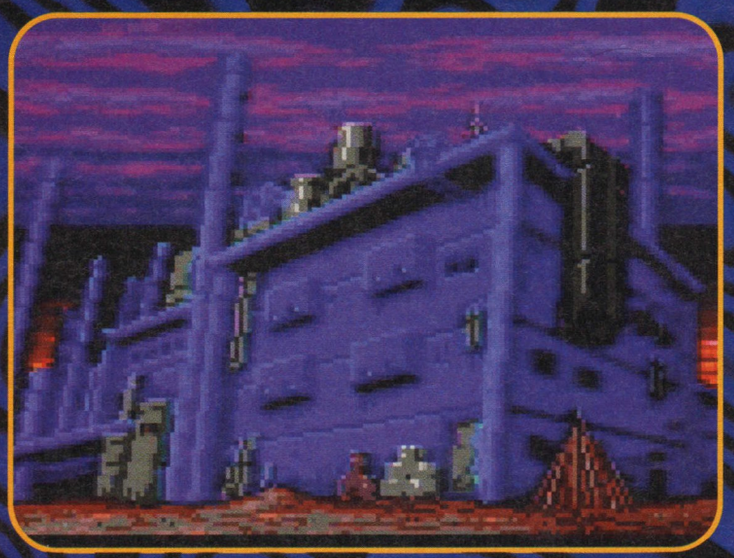
Bloke: "Hi honey, did you pick up the kids from school?"
Wife: "I don't know, have we got any kids?"
Bloke: "I don't know. What's a school anyway?"
Wife: "God knows. Who the hell are you anyway?"
Bloke: "Can't remember, sorry. Can't remember you either actually. Where the hell am I?"
Wife: "I don't know..."

See? It's a nightmare. Total confusion in a perfectly normal situation. Ahem, on with the preview. As I said, *Snatcher* is based in a futuristic Blade Runner type world and you have to go through various locations and situations gathering clues and evidence to find the Snatchers. Best of all, when you find them you get to blow their heads off in glorious techiblood ways. Ah ha, didn't I mention the gore? Well this is very likely to get some kind of age certificate when it's released due to some pretty gruesome scenes and the sexual overtones of some of the characters. (*wahey* – all.)

The interface is the best I've come across and suits this adventure perfectly. While the only thing remotely arcadey in it are some of the shooting scenes, the intrigue and atmosphere created is enough to draw you in. *Snatcher* is also a very big game which means you can kiss goodbye to your evenings. LES ELLIS

CyberOch cyberladdie. Have a cyberdrink of this cyber scotch.

She looks so prim and proper. It's such a pity that you have to spend half your time together chatting her up after her dad gets his head ripped off by a replicant. Just like real life then.



Damn fine location this. When you're outside you hear this blood curdling scream and when you go inside you find this geezer with his head torn off and blood everywhere. Cool or what?

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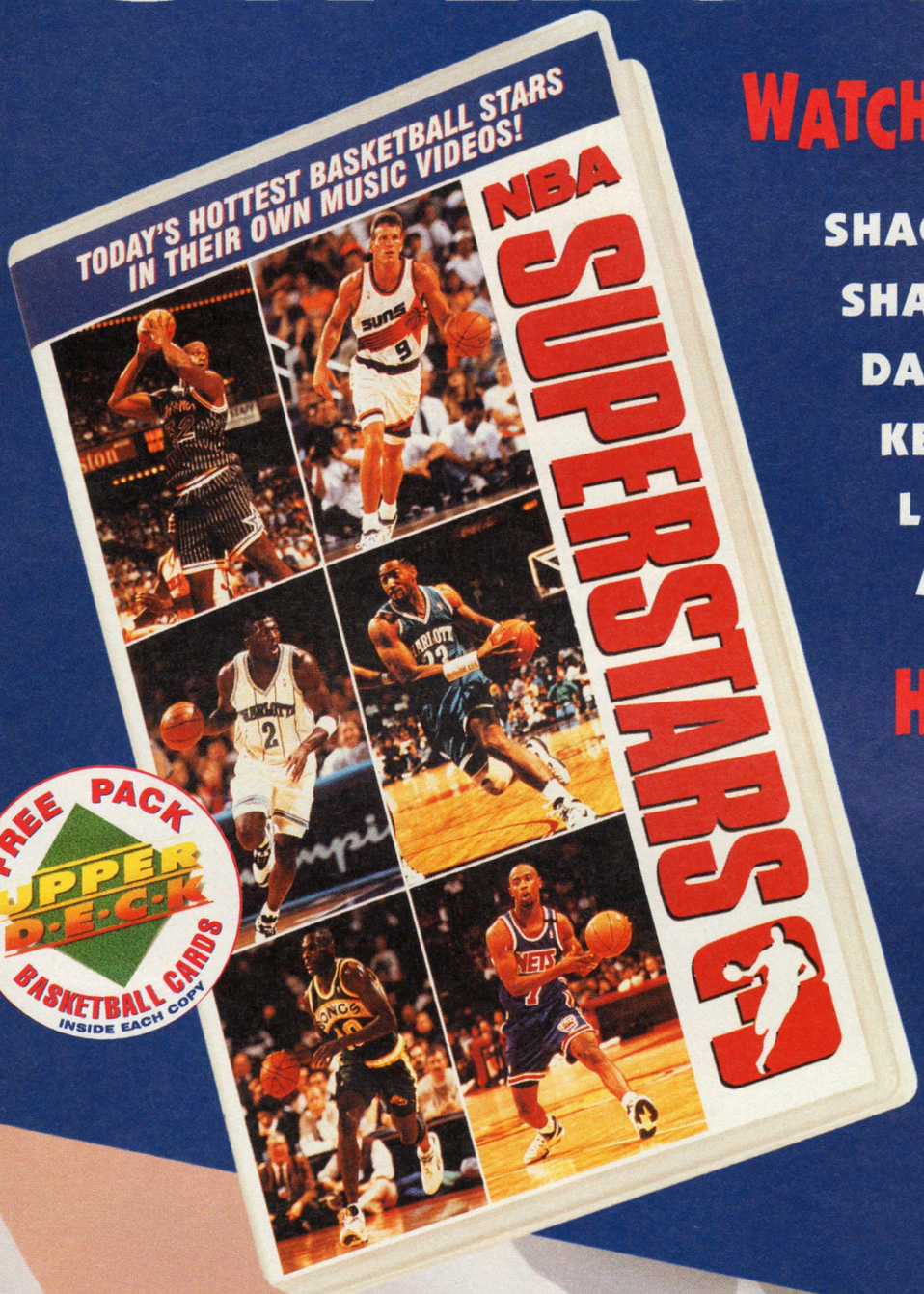

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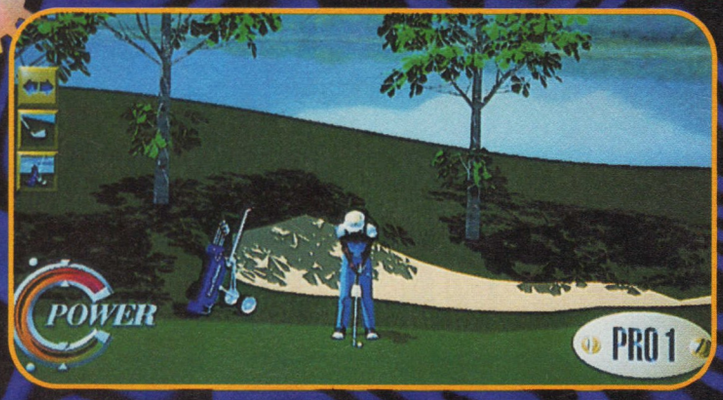


A long time ago someone once said, "A golf course is the epitome of all that is purely transitory in the universe, a space not to dwell in, but to get over as quickly as posible". Crap.

He'd obviously never even attempted to have a go at *Tee-Off*. Designed on Silicon Graphics and run on a 32X. Then again seeing as he lived in 1933 I don't suppose he would have played it would he?

TEE-OFF

FOR - SEGA 32X
FROM - CORE DESIGN
AVAILABLE - TBA
PRICE - £40-50

Gee, it's a golf game. How exciting. Excuse me while I wet my pants with anticipation. Golf and excitement hardly go hand in hand, do they? You never see people being taken away from golf courses in ambulances because they were overcome by the emotion and stress. You don't often see huge crowds waiting outside the hotels that golfers stay at. You never see golfers in the gossip pages of newspapers or appearing in new, risque clothes. You don't see books being written about the secret lives of golfers.

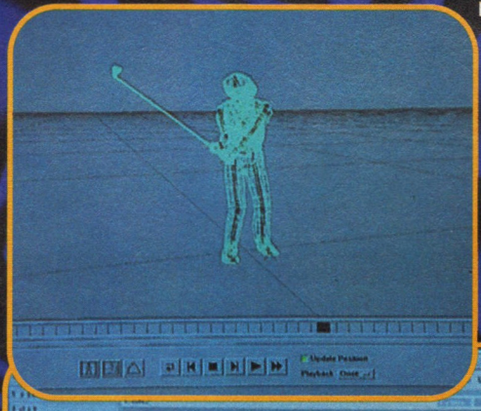
Nope, golf is associated with people in silly jumpers who wear silly trousers and who are supported by the kind of people who feel comfortable collecting train numbers. Of course it would be slightly different if you knew you could tackle the toughest courses ever designed from the comfort of your armchair. Especially if these courses had been designed on a state of the art Silicon Graphics machine to ensure that the graphics were as good as humanly possible.

This is exactly what Core Design have done. The Silicon Graphics has been used to render beautiful 3D courses and characters.

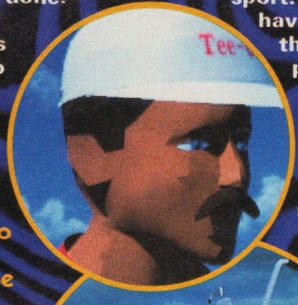
Combine these designs with the undoubted welly behind the 32X and you are going to get a golf game that's something special. In *Tee-Off* you get to play with three camera angles and with all sorts of impressive 3D tricks pulled off, it looks better than any golf game deserves to.

After all, Golf must be one of the most boring sports. Come to think of it, it shouldn't even really rate as a sport. Professional golfers have been used to ensure that everything is as perfect as humanly possible. I'm sure that Electronic Arts will have something up their sleeves for the 32X with their PGA series but they're going to be hard pushed to beat the early running of Core's *Tee-Off*. If this is a sign of the future, bring it on, now.

LES ELLIS



Using the undoubted power of the Silicon Graphics, Core have...



... managed to perfectly recreate those bloody awful clothes the golfers wear. I reckon that that's..

...the only reason that sane people ever play videogame golf. At least that way they don't have to be seen wearing tank tops, cardigans, peaked caps, long socks and those stupid trousers.

Ever wondered what a golf hole sees when a ball is being ruthlessly shoved down its throat?

This looks so real that our Lisa spent two whole hours trying to make tea in this cup. Doh.

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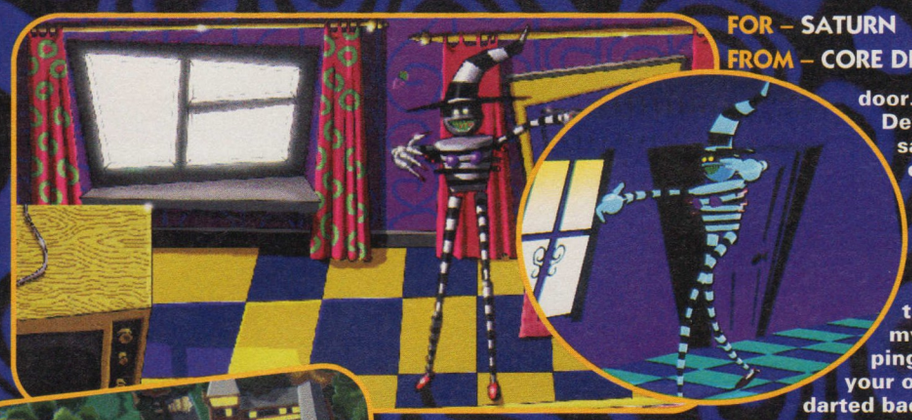
SWAGMAN

FOR – SATURN
FROM – CORE DESIGN
AVAILABLE – TBA
PRICE – TBA



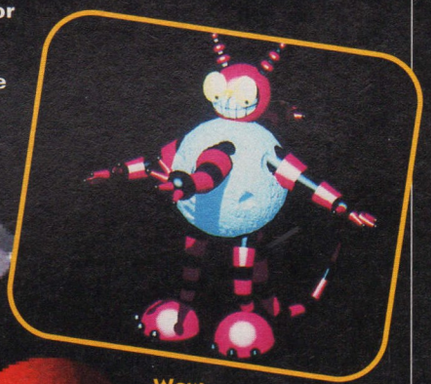
What a strange kitchen.

After recovering from the excitement of seeing their 32X golf game, *Tee Off*, me and the Core design PR team were heading off to a nice, expensive lunch (*what, you can't do that* – Tim). They were paying of course (*Oh, that's alright then* – Tim). But then sneaky old me saw a sign on the door. Saturn Development, it said. Now I couldn't pass a chance like this up so I formed a cunning plan. Using my trusty old 'I left my toe nail clippings collection in your office' excuse I darted back, ran the gauntlet of guard dogs, ducked under the barbed wire and dodged the machine gun nests: There it was, the Saturn Development.

Swagman is a bizarre game that is at this very moment being designed on a Silicon Graphics system. It all takes place in a dream. Fair enough; if it's good enough for Freddy Kreuger then it's good enough for me. The Swagman is in your head. All his mates are with him. They're seriously messing with your mind and if you don't get them out you'll end up like Kirrane. As in all bad dreams the levels will be set in graveyards, hospitals and, well anywhere that you would expect a nightmare to be. So for Tim that would be a recording studio, for Simon a mental hospital, for Marcus, an optician, for Les a graveyard and for Lisa, well the less said about her dreams the better.

With the power of the Saturn and the weird ideas of the programmers this should be one to look forward to. Release dates are still a little vague, seeing as the machine's nowhere near release just yet. But rest assured, if these early shots are anything to go by this is going to be very special. LES ELLIS

My kind of town, nothing but graveyards and hospitals. Best of all, no French tourists.



Wow, Madonna would kill to wear this costume. It's just her thing.

Meet the crew. The evil dude in the middle is the Swagman, invader of nightmares and stealer of children's souls. So what does he want with bits of their shoes then (*that's soul as in inner mind* – Tim).

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Obviously these state of the art visors aren't up to much and your man gropes around.

Here they come, whatever they are. Obviously some malformed alien creatures that...

...hang on! It's a herd of Donkey Kongs. What will Nintendo have to say about this?

Top John Wayne swaggering from herobloke and his amazing crew cut. I look like that. Honest.

CREATURE SHOCK

FOR – PC CD ROM
FROM – Virgin

AVAILABLE – Nov
PRICE – £49.99

If gaping at a VDU for hours at a time is your bag then *Creature Shock* could be the game you've been waiting for. The awesome rendered sequences in the game are of 'a fall of your chair' quality not witnessed since the last time I used that phrase, and give a real movie quality to the game. But that isn't all, *Creature Shock* also comes with its very own, complex plot: a lovely rendered ship has been captured by a lovely rendered rock, which was actually a lovely rendered monster, in disguise. It is your job as a lovely rendered marineman to fly off and rescue the lovely rendered lass who has unwittingly got herself caught up in this whole rendered scenario. (*See? It doesn't matter how much technology you throw at the game scene they will always use the 'what a dizzy lass' scenario to pack in the punters* – Not So Lovely And Quite Unrendered Politically Correct Man).

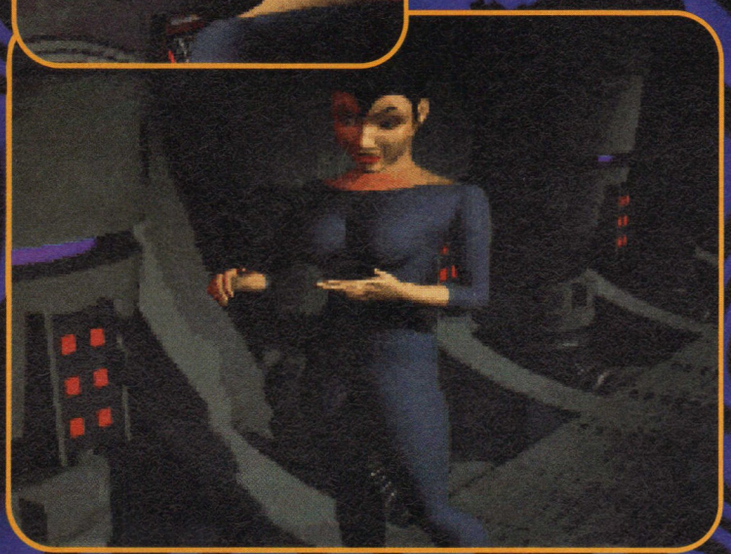
The game is a shooter that has you picking your way down tunnels blasting at anything that moves. The monsters are (no surprises here) lovely rendered affairs with soft spots to help you blow them away and the game toggles between this blasting action and hands-off cinematics that create a very atmospheric playing area. There are also some great sound effects; whooshes and hisses all reminiscent of the Alien movies.

Worryingly, you may have noticed that I have talked mostly about the look and feel of the game but I'm assured that Neil Jackson, an ex-employee of Future (the people who bring you this glorious rag), is working night and day to cram a massively playable game in there.

I managed to get to grips with it myself for a good few rounds and found that you get totally immersed in the atmosphere of the game. Which isn't to say that shooting some of the smoothest looking aliens this side of my warped imagination isn't great fun. Of course we'd love to blow this wide open but the game isn't finished yet, but by the time you read this it should be at the review stage. **SIMON KIRRANE**

It's a pity that our vampire readership has dropped off. They'd have loved this.

I can't wait until this comes out as a little die cast toy.



Heeellooo. You know, staring at this picture I bet you're all thinking what kind of lewd and lascivious caption I'm about to write. I won't let you down lads. Look at that I bet she has to hol...

She's got a crew cut, just like the bloke up there. I look just like her too. Honest.

Those arms with the balls on all rotate different ways. It's gorgeous. Very 2001.

Our lass runs for her life as the aliens come pouring in. This is all intro I'm afraid, not playable.

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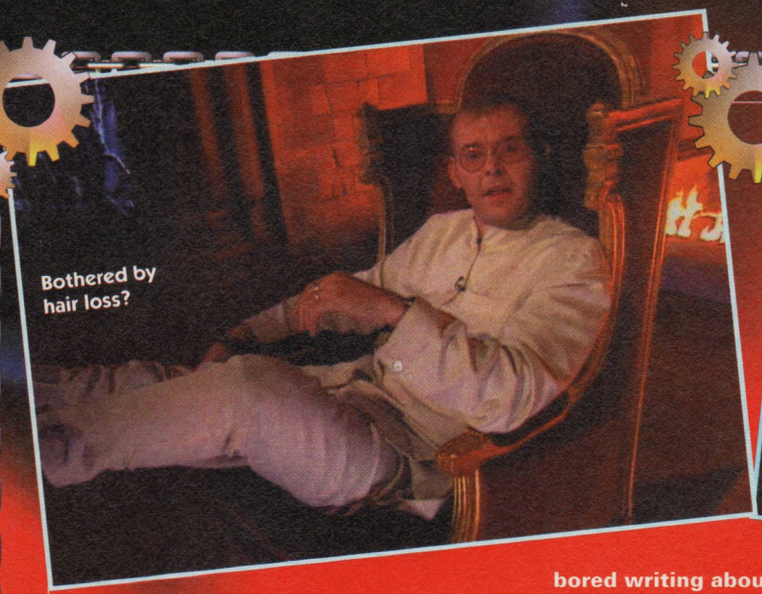
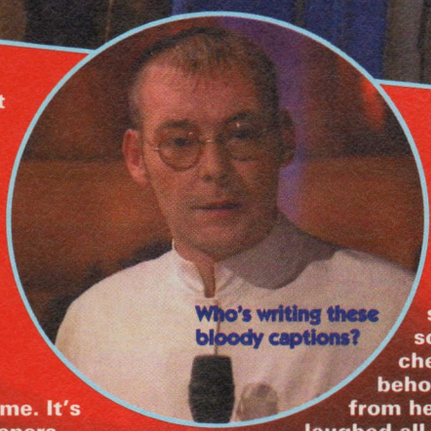




DOMINIK'S

HE'S BACK, THE CALEDONIAN WITH HIS MONTHLY TALES OF FAME, FORTUNE AND FROLICS IN, ER, HEATHER (AHEM). HE'S BACK AND HE WON'T GO AWAY.

A DAY WITH DOM

And once more, it's not really 'a day with Dom', this month it's not in any chronological order. I thought I'd take this opportunity to tell you all the inside stuff and gossip on the filming for the series of GamesMaster. Or alternatively, just lie and make you think that filming is really, really exciting.

By now, you'll all have seen a few shows and will have marvelled at the gorgeous new set. The reason that this series looks better than any previous one is simple: MONEY. Huge big sexy piles of it, all spent on the set. For legal reasons I can't tell you the exact figure but you could probably get a whole team of Chris Suttons and still have change for a packet of Spangles.

The set was dreamed up by Steve Wright, the series' director, a frightening man with tattoos who has worked with people like Kylie, D:Ream and Right Said Fred. They used to stay at this hotel and Steve cleaned the toilets. Boom! Boom! However, the man who put these dreams into practice was a bloke called Drogho Michie (that's a made up name) a design genius who could have Tony Hart any day.

So there you go, they created the set and, to be honest, I'm getting a little bored writing about it now. Oh yeah! For those people who are really thick and haven't got it yet, the show is set in HELL, purely because videogames are EVIL. They corrupt kids and make them into violent zombies who have epileptic fits all the time. It's true, I read it in the papers.

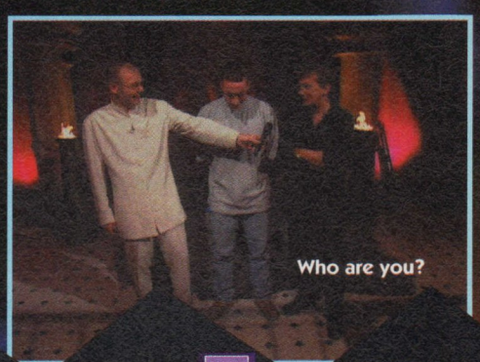
It's no secret that we film all the challenges for the series in one, huge, gorgeous batch, at least it's no secret *now*. Anyway, the good thing about this is that we can plan out our shows in advance, giving you, the viewer more entertainment than you deserve, quite frankly.

The bad thing is we do all of this in six days and it is very, very tiring, in spite of the massive amount of money I get paid. Now you may look at the show and think, 'it doesn't look all that difficult.'

Well, you know that ancient scientific theory; LOTS OF FLAMES + SLIGHTLY OVERWEIGHT SCOTTISH PRESENTER = BIG, FAT, SWEATY MASS? Well, it's er, true, actually. The whole set was hotter than Pamela Anderson's Bikini Line. This was especially amusing when we had a guy called Doug come on who was on the show as Golden Bomberman for the *Super Bomberman 2* challenge. Anyway, after Doug had beaten the second entrant he seemed to slump forward, so I suggested that we check on the lad. Lo and behold – he had nearly died from heat exhaustion. We laughed all the way to the hospital!

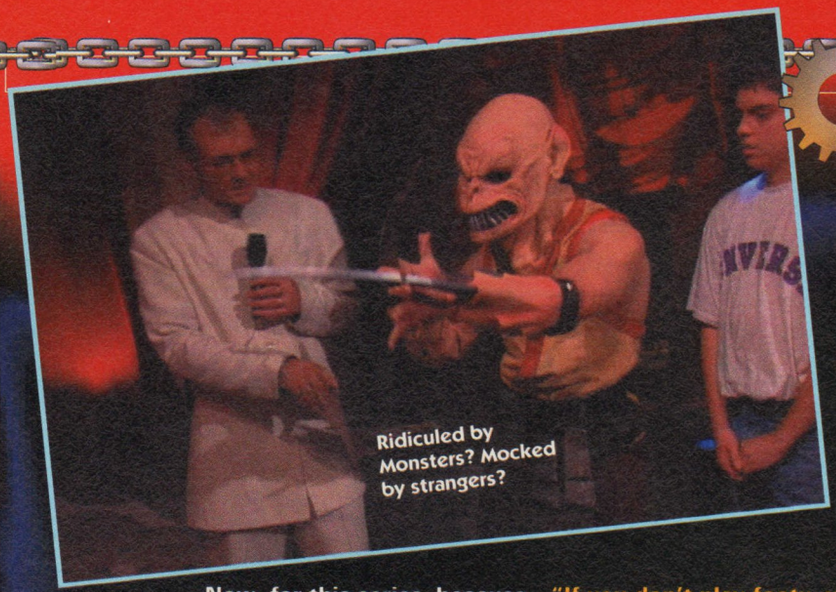
But of course, GamesMaster wouldn't be GamesMaster without the celebrity guests and this series they are so celebrity-ish that I didn't even know all of them personally. Over the next few months I'll be picking on them at random in the return of Dominik's Famous Friends, and awarding them points for niceness, comedy potential and how much I fancied them. I bet you can't wait.

Finally, no filming would be complete without the Rock & Roll Last Night Party.

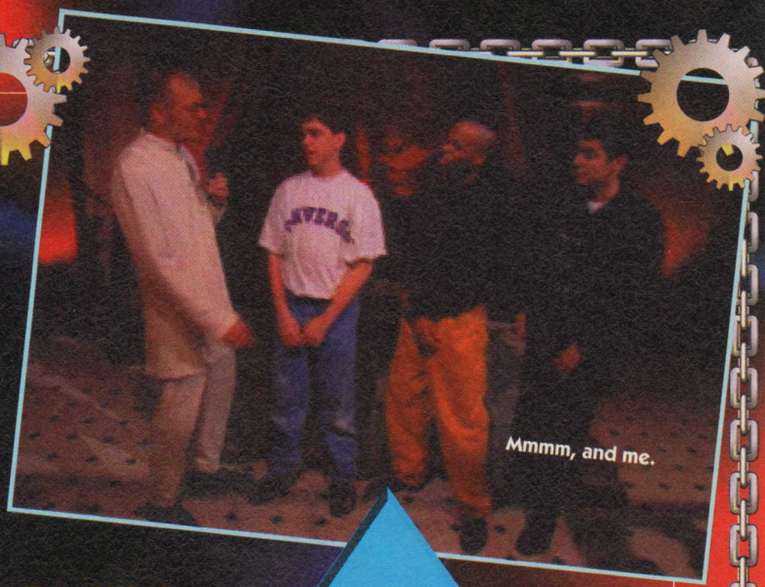


DOM'S FAVOURITE THINGS

1 Beth from neighbours
2 That bird from Emmerdale
3 The new Sugar album, File Under Easy Listening
4 The Larry Saunders Show
5 Diss United, my Sunday league team, who are starting to play some good football for the purists.



Ridiculed by Monsters? Mocked by strangers?



Mmmm, and me.

Now, for this series, because we had so many people from the world of cinema working on the show we had to excel ourselves. So we went to a hotel, drank lots of fizzy pop and wrecked the place in the great Kurt Cobain tradition.

I had my surfboard with me and we were surfing down the stairs, making humorous phone calls to the manager asking for three tractors to be sent to room 414 and, best of all, getting all these expensive statues and priceless vases that were all over the hotel and moving them into the lift. Isn't TV great? Aren't we hard? How much of this story have I exaggerated? Who cares? Is anyone still reading at this point?

THERE'S MORE TO LIFE...

Last month I waxed lyrical about the merits of being in a gang, this month, in an attempt to get you all out into the fresh air I urge you to PLAY FOOTBALL! Yes, REAL football, no FIFA or Sensi.

"If you don't play footy, you'll get kicked in" is a rule sadly missing from the nation's comprehensives, because football really is the greatest thing in the world. At times it's better than being with a girl. Now I know some fat kids might be reading this who don't consider themselves any good at footy. Don't worry! Be a manager or a ticket tout. It all helps. DOMINIK DIAMOND

[We would like to point out that the views of Dominik Diamond are not those of the editor or even publisher of the mag, although we think he's great. It was Simon's fault that it said Mega Drive and not Game Gear next to Micro Machines *in last month's chart. – All of The Team (Except thicky Simon)].*

Dom's Top Five

1 *On the ball – World Cup Edition* PC/Amiga
Disk accessing a bit of a poo on the Amiga, but on PC this is the first ever Football Manager Soap Opera

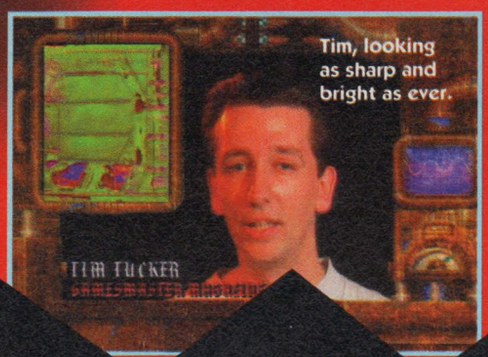
2 *Pinball Dreams Deluxe* PC CD ROM
Eight tables, four of them are great, two are good and two are iffy. Pinball is cool. Huh-huh, huh-huh.

3 *Doom 2* PC
You'll be bored hearing about this one now, so I won't bore you any more.

4 *Alien Vs Predator* Jaguar
Ditto

5 *Leisure Suit Larry 6* CD – PC CD ROM
Larry now talks. It is fab. There is also much women. QED.

NB Last month my game of the month was listed as *Micro Machines* on the Mega Drive. It should have been the Game Gear version, but the lads on the mag are stupid.



Tim, looking as sharp and bright as ever.

The man himself in sort of holographic form.

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REVIEWS

The four mighty adventurers trotted through the forest, laughing, giggling, throwing small stones at each other (apart from Kirrane, who threw bloody great rocks for some reason). Suddenly, unexpectedly, they fell. Down, they fell. Down and down into the depths of the earth. Where were they? (Continued below).

DONKEY KONG. Look what Nintendo have got you for Christmas. Hurrah! 34

FIFA SOCCER 38

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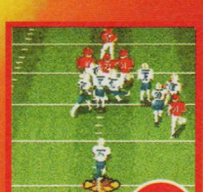

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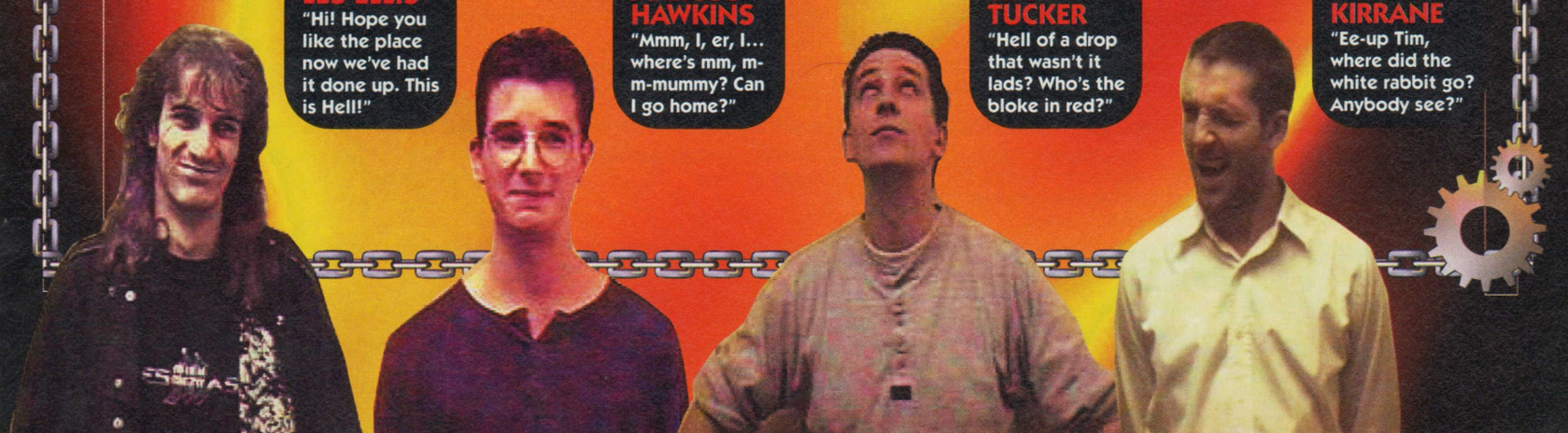


LES ELLIS
"Hi! Hope you like the place now we've had it done up. This is Hell!"

MARCUS HAWKINS
"Mmm, I, er, I... where's mm, m-m-mummy? Can I go home?"

TIM TUCKER
"Hell of a drop that wasn't it lads? Who's the bloke in red?"

SIMON KIRRANE
"Ee-up Tim, where did the white rabbit go? Anybody see?"

DONKEY

Trust Nintendo, ignore the lush, rendered graphics and the gorgeous scenery and this is the map in Warioland. Ow. *(The captionist is hurriedly replaced).*

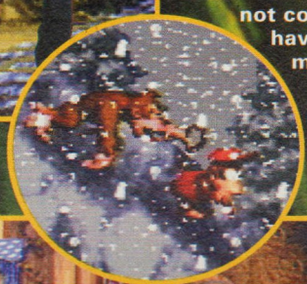
'IT'S SMOKIN'!

Take one look at this latest incarnation of *Donkey Kong* and that's the first thing you'll say – I guarantee it. Everyone's always claiming that their game is the very first to offer this or that new feature. After a while the claims just evoke a long yawn. But no one, not even the Pope, can deny that this has the best graphics you've EVER seen in a console game. Take a gander at the screenshots if you're not convinced – and you haven't seen it in motion yet!

After all the hype, the only people who haven't heard of *Donkey Kong Country* by now are either dead or over 35. Yep, it's just another platform game – but what a performer.

There are tons of hidden levels to explore, loads of obstacles and enough bananas to put you off the colour

Release the baloon to safety and freedom. Ahhhh.



The weather takes a turn. A bit.

We don't trust drums bearing that symbol, do we?

Lovely little homestead that, bit over the top on 'nanas though.

It's Sonic! No, hang on. That was a close call, it's lizardtypething.

Use the swordfish to pierce anyone you want. At all.

WOULD WE LIE TO YOU

There's no doubt that it's the graphics that make this game great. They had 32-megs to play with, mind.

Here's the snow scene, the hardest one in the game – with the snow coming down it's easy to get distracted. Jump into the barrels, wait for them to point in the right direction and jump out.

Here you are in the ice caves. You can't see it in a still, but the background glistens as you move around. Climb that slippery ol' rope to fetch the bananas and the extra barrel.

The action isn't all on terrafirma. You get to go swimming as well. Here Donkey Kong's got Diddy Kong in tow.

The cave scenes can get a little tricky unless you first find Squawk the parrot. He lights your way through the obstacles.

KONG Country

Jump for the spangly G, secreted in the tree-tops, which are a lot less spangly. Indeed.

yellow for the rest of your life.

It's not a pretty sight when the primates get it on. Not pretty at all.

JAW-DROPPING

Donkey Kong Country was first shown to the world at the Summer CES in Chicago. Nintendo announced the game at their early morning press conference and as they babbled through the features

Collect the word KONG and get a free life. If you want one.

Ride a frog, do it wisely and well, but make sure you do it.

Ker-ack, something's exploded. All over the place.

I hate those supposedly sexy tops that ride up when you exercise. I've got a leather one.

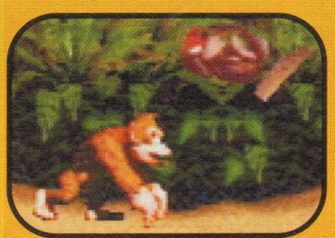
The banana cavern. Cavernous... and filled with bananas. And the dead.

BEST OF FRIENDS

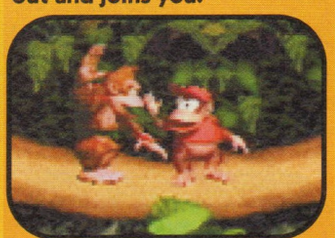
In *DKC* you can also play as Diddy Kong, who's quicker but a lot weaker.

Every now and again you come across a DK barrel.

Pick it up and then smash it on the ground.



Suddenly Diddy Kong leaps out and joins you.



You give him a high five then get on your way, confident in the knowledge that you've now got an extra life to spare. Always handy that.

RUN RHINO, RUN

It's not only the barrels that you need to smash open. Sometimes you come across crates which contain animals you can ride through the levels.

Smash open the crate. Go on, you know you want to.

Just as you thought – there's a rhino inside!

Get on his back and start running.

Using the rhino, you can smash straight through this wall...

GAMESMASTER TIP

When the Jungle level gets going, jump off the wall and try to reach the trees on the right. You see a banana arrow that points down. Jump down to the spot it's pointing at and a steel barrel pops out.

Now you want to toss the barrel off the wall and to the left. You can then ride it to the right for almost half the level, rolling straight over anyone who gets in your way.

Keep going like this until you crash through a wall. Suddenly you find yourself in a hidden room! Look around and you find millions of bananas — there's even an extra life in here somewhere.

If you don't like the idea of riding the barrel, you can jump down from the tree which has a 'G' icon in it. You can see a patch of ground that looks different from the rest. Land on it and you find a different barrel.

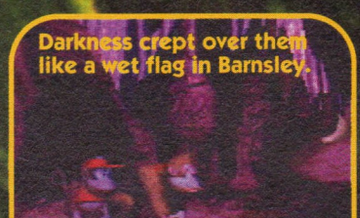
Now head left until you reach the wall nearby. It's all pretty straightforward from here – just throw the barrel at the wall and you discover a room with a bonus game!

list, they gave the impression that it was an Ultra 64 release. Then right at the last minute they woke everyone from their hangovers by revealing that this wasn't an Ultra 64 game – it was pure SNES. Jaws, as they say, dropped.

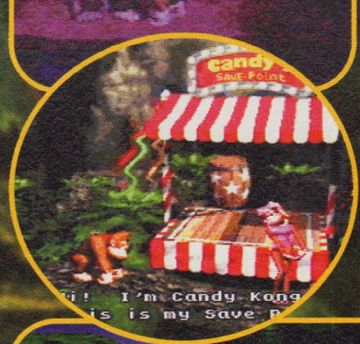
The word on the street is that developers Rare were working on compression techniques, taking fully rendered graphics from an SGI workstation and squashing them for the Ultra 64. Then, for a laugh, they decided to scrunch them down and see if they could be fitted onto a SNES cart (as you do). Surprise, surprise, they still looked great and suddenly the guys at Rare could see nothing but pound signs in front of their eyes.

So have they come up trumps? The game looks good and it plays pretty damned perfectly too, but the purists of this world are going to claim that at heart it's still just another bloody platform game. Thankfully, I'm no purist: Great gameplay is what matters most to me and Donkey Kong Country has it – in great big steaming bucketloads.

The obstacles, which are the obvious mainstay of any platformer no matter how pretty, have been worked out pretty carefully and the extra animals (such as the parrot to help you see your way, and the shark to help with the swimming) are neat touches and really keep the whole thing sparkling. Best of all,



Darkness crept over them like a wet flag in Barnsley.



This is Candy Kong and I am embarrased to admit that, yes, she is fit. *(Captionist swoons)*

I don't care what they do to me. I just won't have it that a gorilla is *that* size when compared to a rhino, I just wo... *(another captionist is quickly brought in)*

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... and into yet another hidden level.

Hey look, it's a beaver. Ha ha! A beaver. No, get it, *a beaver*. No, It's a... ow. *(Captionist is beaten and heavily censored).*

there's tons of hidden stuff scattered throughout the game so you can play the same levels over and over again and you still keep discovering something new. Even if you're a professional and get through this game in a couple of days flat, there are still all the secret bits to go back and find. With all that variety and the incredible graphics, it just wouldn't be right to wait for Santa to bring you a copy at Christmas. So don't. Hit your hard earned savings right now now and get the next generation on your SNES. Who'd 'ave thought it?

TIM TUCKER

They're just stood by as that poor, er, what is that? Hey, I think it's a beaver. Ha ha! It's a... *(there is a heavy clunk, the captionist fades)*

The rain poured down like translucent tea in a glass fountain. *(The captionist is ignored).*

They won't get me, I'm here to stay. Those faceless... ah! Arrgh! *(the captionist is intimidated)*

GRAPHICS

98

Who can argue? These graphics are just plan fabbo. Perfect backgrounds, tons of extra characters. I challenge you to find anything better.

SOUND

93

Keep your toes tappin' with the great jungle jingles. Hope you like monkey sounds – 'cos there's millions of 'em here.

GAMEPLAY

92

Some of the obstacles are very tricky and it can take a while to get the hang of the rendered animation.

LIFESPAN

90

Even after you've finished the game, you'll come back to hunt out all the secret levels.

OVERALL

When I first saw someone else playing the game, I thought it looked absolutely amazing. Once you start getting into it there's just no getting away – you're too desperate to find out what the next level looks like. TIM

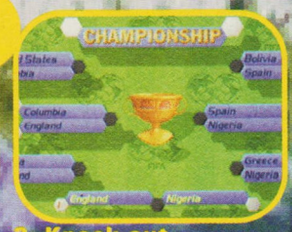
JUDGEMENT

95%

LET'S ALL HAVE A DISCO

1. Pick your home team and put them in the championship.

2. Cheat your way through, if necessary, by changing the controllers.

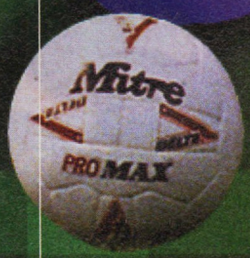


3. Knock out Germany, Holland and Argentina.

4. Grab the trophy, watch the fireworks and . . .

5. . . . all run out on the pitch and have a fab disco.

FIFA International SOCCER



THIS IS THE BEST THING EVER.

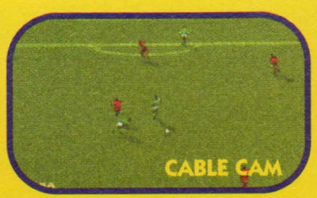
Look at it. Now look at it again. For the record the gameplay is pretty similar to *FIFA*, with passes, lobs, shots and crunching tackles, but it's the graphics that take the credit for placing *FIFA 3DO* in a special, better than life Super Euro, no World, Premiership sponsored by God.

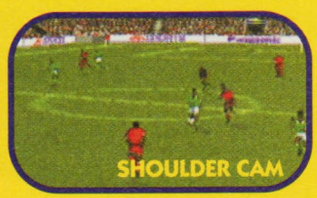
Option-wise you're as spoilt for choice as you could wish, with the usual comprehensive range of Electronic Arts team and competition alternatives, including the world's national teams, a choice between league, championship (knockout) or exhibition play, plus the full quotient of gameplay tweakables such as fouls, offside, weather conditions, game length. Team tactics include the now familiar triad of strategy, formation and coverage plus squads and substitutions.

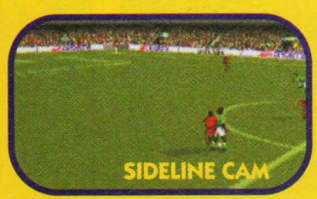
On top of all this, courtesy of the raw power of the 3DO, there's now a choice of ludicrously smooth and spookily photo-realistic views and stunning replays.

When you actually play, you'll find that if you've played the *FIFA*s on any other system things should feel pretty familiar. You have the choice between a chip, a shot and a pass and the players themselves flounder around in that strange *FIFA* way. The full complement of overhead kicks and diving headers has been retained as well.

LET'S SEE THAT AGAIN





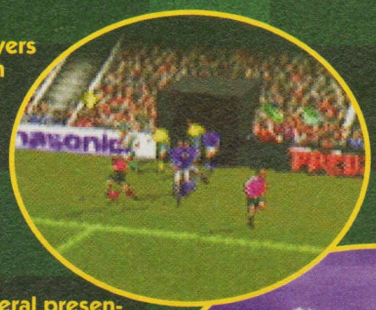


The players look slightly less realistic up close, but then so does Peter Beardsley.

GAMESMASTER TIP

To activate invisible walls around the pitch and get rid of pesky throw-ins, corners and goalkicks, pause the game and press ABBACABABBA. By the way the picture above is one of the clips that you'll see at half time. This free kick is from Italy vs Brazil in 1970, and yes, the keeper saves it.

FOR - 3DO
FROM - EA
TEL - 0753 549 442
AVAILABLE - NOV
PRICE - £50.00
STOP ■



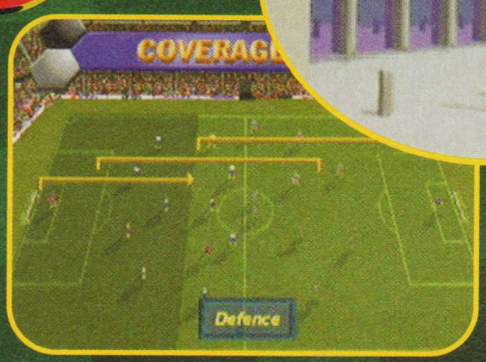
The players run from the tunnel.

You know, I just don't know. I saw *Striker* on 3DO recently and I'd like to see how that performed before giving a final opinion on *FIFA*. Having said that, this is The Big Match Live Interactive. Everything is very polished and the games are gripping, stunning ad unbelievably easy to follow. The camera angles are amazing and the chance to pull off winning shots, on what amounts to a TV special is that special kind of joy.
SIMON KIRRANE

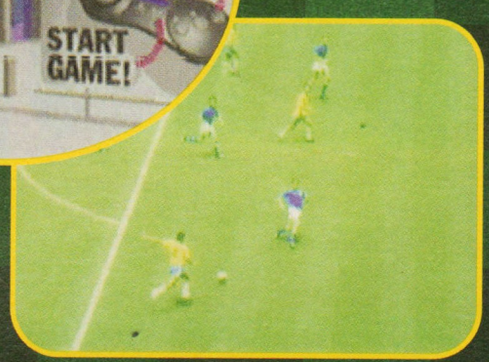
With titles on the REAL system so far being a general dissapointing *FIFA* could well be the game that shifts the 3DO in Europe. "FIFA Soccer uber alles", that's what I say, just not terribly often.
MARCUS HAWKINS

The general presentation is as slick and stunning as the game itself.

You can change what your players do in any situation.



You can also tell the players exactly which areas of the field they should be covering.



To be honest the FMV looks slightly grotty but it certainly adds to the atmosphere.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
99	97	88	85	
Not only does it look good on the page, it moves incredibly smoothly as well. The best looking game I've seen.	Near perfect, as it's straght from CD.	The usual *FIFA* gameplay, which can't be a bad thing.	Well, it's got a six player option and there's always the close season.	The best looking game ever. *FIFA* also plays OK, sounds great and could be the 3DO's saviour in Europe. MARCUS

JUDGEMENT 96%

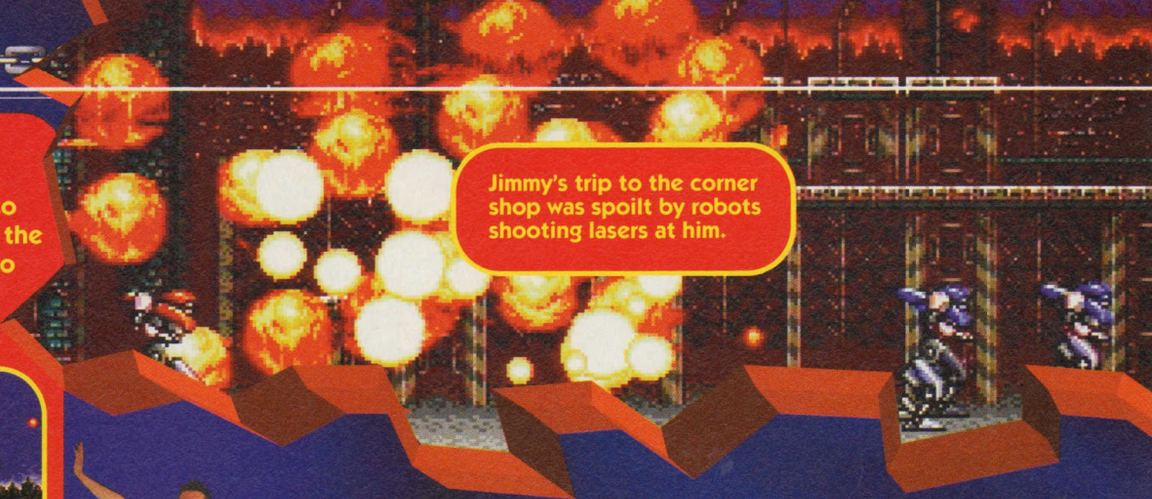
3D MADNESS

This 3D level is awesome. To get to this bit, follow the commander at the end of stage 1, instead of going to save the research centre. Then run like hell.

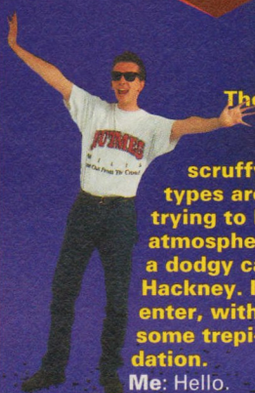
When he runs up beside you, shoot him. It's the only chance you'll get to launch an attack on this 3D git. The rest of the time it's just avoidance, I'm afraid.

He'll drop behind at regular intervals, and it's at this point that he gets most nasty. Big orange fireballs come shootin' at ya, it's a scream.

Even when he's miles away, he still manages to shoot his big long gangly arms at you. This sort of behaviour directly contravenes the Highway Code.



Jimmy's trip to the corner shop was spoilt by robots shooting lasers at him.



The scene: A major videogames retail outlet. A few scruffy salt-of-the-earth types are hanging around trying to look sincere. The atmosphere is akin to that of a dodgy car showroom in Hackney. I enter, with some trepidation.

Me: Hello.

Greasy Salesman: 'Ello me old chinah, do what, knock it on the 'ead John, cor, luv-a-duk guvner... (*and other cockney banter*).

Me: Er, yes, I wonder if you could help me. Um, I'm looking for the future of videogaming. A game with 32 hundred million colour graphics, CD-quality sound, an immeasurably responsive 28-button control system, and the kind of playability that makes you want to cling to a complete stranger's ankles and weep.

This oddity starts life as three odd things and ends ups as one giant one.

Greasy Salesman: (*Drawing breath between his teeth, as all salesmen are taught to at salesman school*). We haven't got anything like that until the Hitachi Mega Station comes out in Autumn 1998, but in the meantime, why not take a butcher's at this Mega Drive over 'ere and check out the latest scorCHA!!! from Konami. And everyfin'.

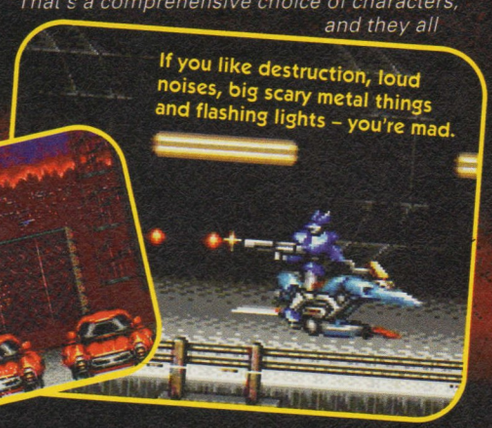
Me: Well, the thing is, I want to get away from the humble resources and slightly dated technical limitations of the 16-bit machines.

Greasy Salesman: Well yes guv, I quite understand, and all that, but you're missing out on somefink pre-tty bloo-dy spe-shul! if you don't cast your peepers over this one.

Me: (*Thinks*) Hmmm, this man clearly has the intellectual capacity of a still-born badger. Nevertheless, he appears to be somewhat excited about this release. I'll bide my time with the hapless troglodyte, and if he fails to arouse my interest after five minutes, I'll go straight to the manager and have him sacked for gross incompetence. (*Aloud*) Alright then, what is it?

Greasy Salesman: It's called *ProbotectAH*, and it's a right good 'un, I can tell ya.

Me: (*Taking the joypad and choosing a character out of the four available, while thinking "That's a comprehensive choice of characters, and they all*



If you like destruction, loud noises, big scary metal things and flashing lights – you're mad.

PROBO

He decided it was time to complain to the local county council.

It's a mind fuddle and no mistake. You might think you were playing a Super Nintendo for all the mode sevenesque mularkies that are thrown at you, and through all this there is the excellent gameplay. I won't get as rapturous as Tim but I do think this is a very worthy game. Packed with playability and some great visual payoffs, it's a real entertainer. **SIMON KIRRANE**

"Come on then, think you're hard, then do you?"

appear to have different abilities. Power-ups give each of them completely different weapons too, which makes for more diverse gameplay. I'm impressed.") (*Aloud*): Hmmm, it's a platform shoot-em-up, very much in the vain of the previous *Probotector* games on the NES, SNES and Game Boy.

Greasy Salesman: Yeah, but it's never been on the Mega Drive before, and now, at last, it is.

Me: Good point. But does it offer anything new, anything I might conceivably wish to find on the thought-controlled Yamaha Game Station, when it arrives in the mid to late 21st Century?

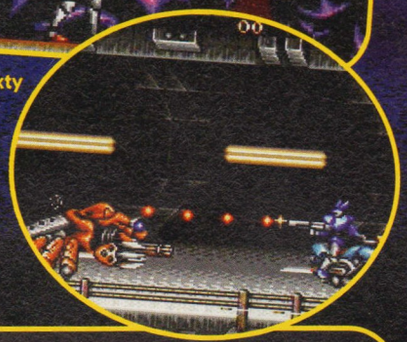
Greasy Salesman: Now look sir, this game may look a bit dated...

Me: It certainly does look a bit 8-bit in places...

Greasy Salesman: ... but when you take into account the fabulous graphical effects, such as the collapsing building, the huge boss sprites, and some of the fastest scrolling since the end credits of NYPD Blue, then you'll realise that this is actually a fabulous looking game.

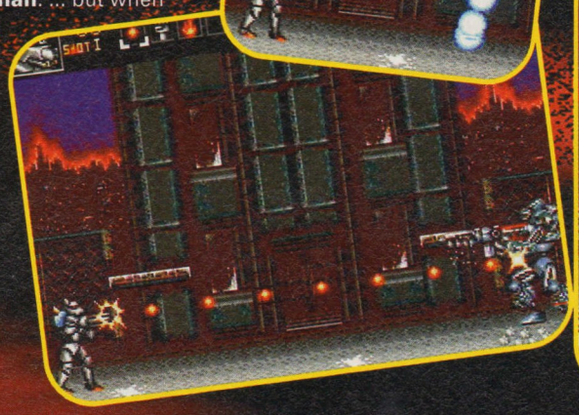
Me: (*Aside*) He's an ignorant and vulgar little man, but in this respect he's absolutely right. Blast.

Greasy Salesman: And the gameplay will just blow you away. There's so much to do, so much variety. Although the levels themselves are extremely linear, you'll find the landscape twists and turns to create an almost cinematic quality, giving you fresh perspectives, a whole diversity of differing challenges and the most staggering in-your-face action that a Mega Drive can possibly contain.



"Well I am sixty seven times your size, you idiot."
"Fair enough."

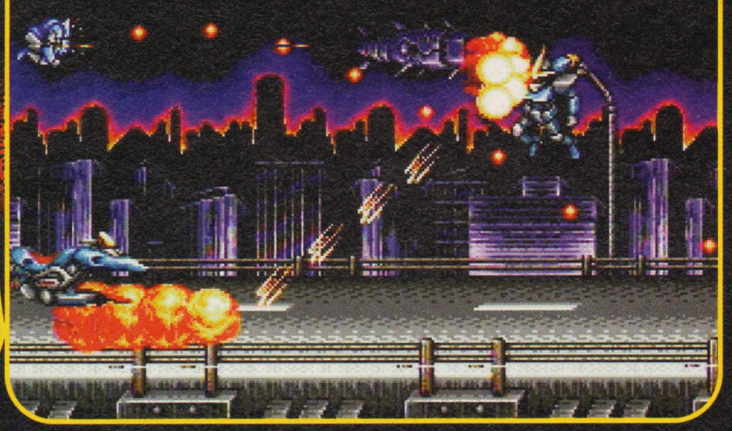
Hmm, I wonder what those laser-like things are.



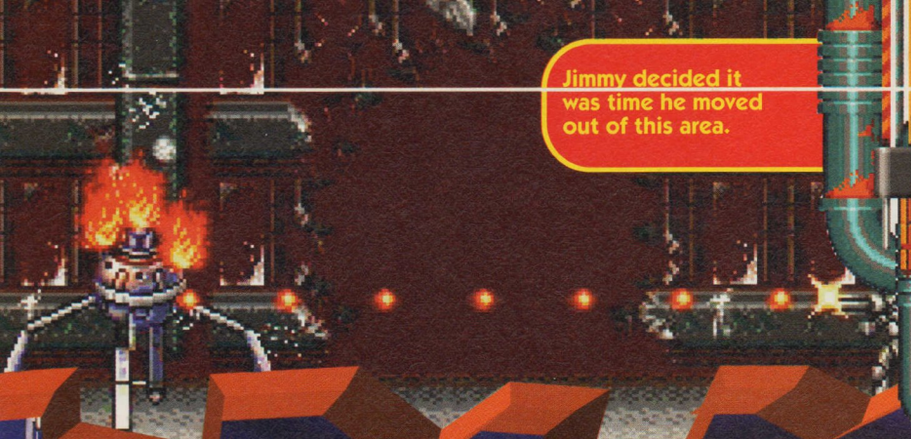
"i have a far bigger gun than you, you know." (Thinks: Damn, he's right)

GAMESMASTER TIP

To defeat these flying geezers on the road section, keep to the left hand side of the screen, and jump whenever they fire at you. Keep shooting, and you'll finish them all off.



TECTOR



Jimmy decided it was time he moved out of this area.

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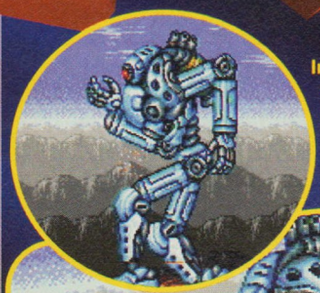


In a flash of cruelty, he demostrated his moonwalk before killing them.

Me: That's a very coherent statement from someone I was trying to portray as stupid. (*Can I be in this?* – Simon) (*Shh!* – All).
Greasy Salesman: So I don't exist then.
Me: (*Aside*) How am I going to get out of this hideously contrived review? It looks like I'm going to have to come clean and admit that *Probotector* is ace, it's everything you could conceivably need from a game, and you ought to get it right now. By golly, the Mega Drive hardly ever gets this good. Turn it up loud, get a pal round and put the world to rights. Immediately.
Greasy Salesman: Do what, knock it on the 'ead John. 'Ere take a look at this tom, that's real that is etc ...

TIM TUCKER

When is a Mega Drive not a Mega Drive? Easy, when it's running *Probotector*. Tim is dead right. There are some eight bitty phases but these are more than compensated for by the incuuuredibuull action in the other sections. There is one bit that I swear the SNES would struggle to do when you are being chased by this huge robot geezer. *Probotector* is one of the most exciting shoot-em-ups for the Mega Drive and proves that it is possible to push the machine that little bit further.

LES ELLIS

THE GREAT TRAIN ROBBERY

Just to show you how cinematic this game can be, this whole train chase is simply a marvel of games programming. And heart stopping action all the way too.

1. A thrilling chase along the side of the train, just like the movies.

2. That big robot geezer is entering the nick, and he's got hold of the front.

3. The action moves up to the top of the train, and some balloons float about.

4. Some weird thing explodes, like in the films. Keep shooting, you don't know what's next.

PROBOTECTOR

GRAPHICS 90
You've really got to see this stuff moving to appreciate just how great it is.

SOUNDS 87
Some of the best blasts your Mega Drive can produce. Play it loud.

GAMEPLAY 92
This really will blow your mind. You'll find bits of your brain all over the carpet.

LIFESPAN 82
It's tough, and there's a two player mode. You'll want to play it forever.

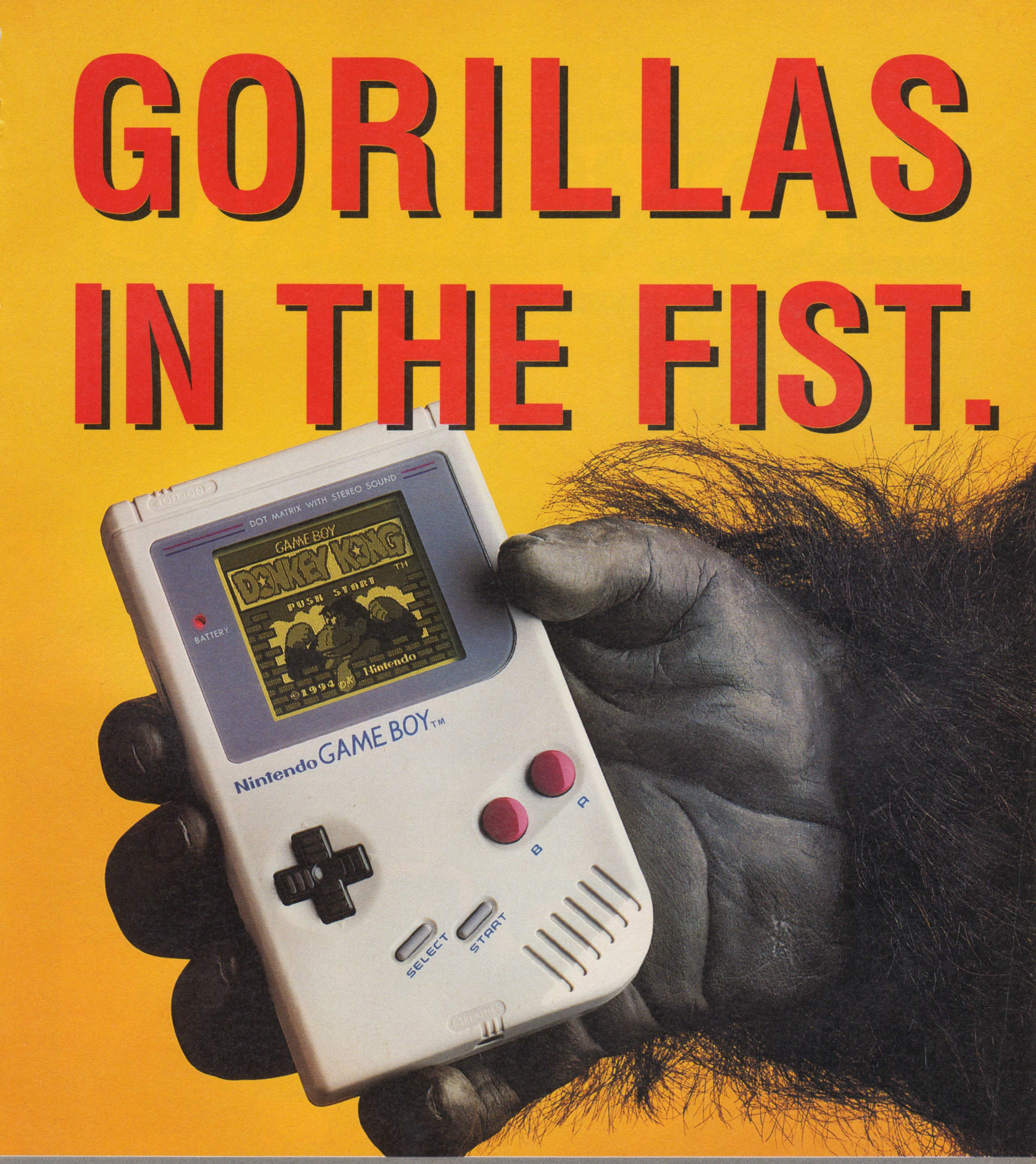
OVERALL

This is more than just a conversion of the SNES game. There are some startling surprises in store for any Mega Drive gamers who've yet to Probotect, and those who have will find another in the tradition of superb games with the word Probotector in the title.
TIM

93

JUDGEMENT

GORILLAS IN THE FIST.



Ook ook ook. Ook ook Donkey Kong. Ook ook, ook ook 100 levels ook; ook ook. Ook ook ook battery-backed memory ook ook. (Ook Super Game Boy ook ook 256 colours). Ook ook £24.99. Ook ook ook ook. Ook ook.

Nintendo

THE LION KING

SPECIAL MOVES

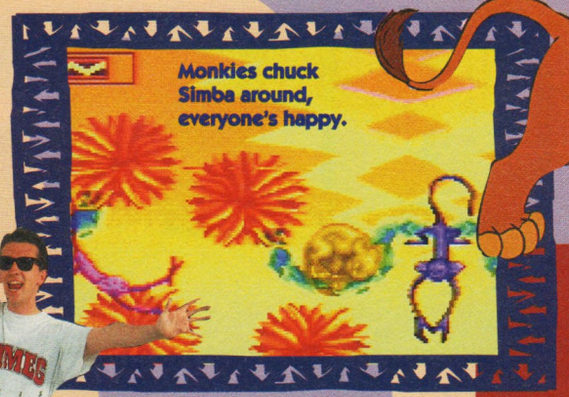
Well not exactly, but just look at what Simba can do.

As an adult, Simba can stand and fight, taking on two big cats at once...

...while as a younsgter Simba's little roar could only startle small porcupines.

His special little roll helps the youngster through porcupine trouble also.

Back to the adult lion, and check out this top throw. Silky move.



I don't violently agree with Tim at the best of this times. This is another of those such times. I found The *Lion King* to be overly sicklysweet. I enjoyed the film but that was over and done with in in minutes and no one noticed the tears. To be fair the gameplay is fairly addictive and the music is astounding, if that word can be used near any of Elton John's tracks.

SIMON KIRRANE

It's a little known fact that every videogame has to fill in a visa form when trying to get into the country. And this is how it goes:

Preliminaries

1. What is your name?
Lion King.

2. What is your occupation?
Platform game.

3. How many levels do you have?
Ten, with four special bonus bits.

4. Are you based on a film? (If No, please go straight to number 6).
Yes, I'm a licence of Disney's latest smash hit film, The Lion King. It's their most successful animated film to date.

Further Details

5. How closely do you stick to this film?
I feature all the main characters and scenarios. I chart the progression of Simba from innocent and naive cub and would-be King, to mature adult and top hard lion geezer. My levels roughly outline the plot, although it's not totally clear what's going on unless you've seen the film.

If you *have* seen the film you'll notice how many elements are similar. My animation comes straight from Disney, so that's spot on. The film's music is beautifully reproduced by the SNES' superior sound chips, and I've got some stunning speech samples straight from celluloid. Fans of the film will love me to bits.

6. Are you, or have you ever been, a member of the Communist party?
No, but I do witter on a bit about a banal half-baked philosophy concerning the "circle of life".

BONUS TIME

Timon and Pumbaa are the stars of the bonus games. And jolly good fun they are too. Bug Hunt (right) requires Timon to pick up bugs within a time limit. Bug Drop (far right) is like the bonus game in *Aladdin*, where you catch falling bugs.

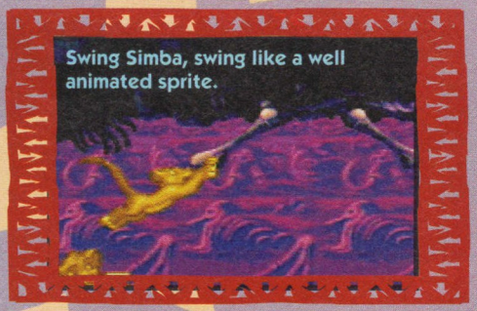
FOR - SNES
FROM - VIRGIN
TEL - 081 960 225
AVAILABLE - NOVEMBER
PRICE - £49.99
STOP ■

7. Describe your gameplay.
At first sight, I may seem like a standard platform game, but as you play on you'll notice some pleasant surprises. I start off with only the ability to jump on baddies' heads, and a tiny little roar which stuns porcupines. When I become the older Simba, I have a more devastating roar, which freezes all baddies for a couple of seconds, plus a top claws-out swipe, and a bit of a throw.

I've got some other non-platform features. I can swing from rhinos' tales, I get thrown around by monkeys, I ride on the back of an ostrich, and I generally have a good frolic all over the place.

8. Have you ever faced prosecution for the possession or sale of drugs and/or stolen goods?
I'm sorry, I don't understand this question.

9. Do you start off very impressively, and then sort of peter off a bit?

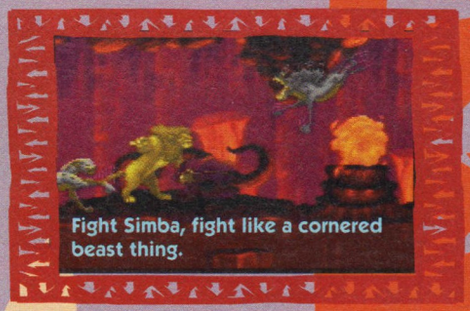


Swing Simba, swing like a well animated sprite.

Er, yes, towards the middle I'm a bit average. But I get better again, and end with a top battle between adult Simba and Scar.

10. Are you the perfect Christmas present?
I am, because the film's such a huge hit, and I'm the perfect interactive reminder of how lovely it is.

11. So we should recommend that people buy you then?

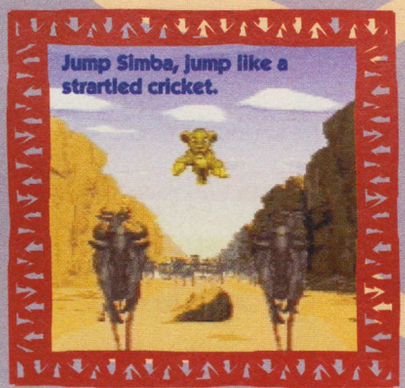


Fight Simba, fight like a cornered beast thing.

Absolutely. Platform games may be getting massively tedious on the whole, but I'm a proper Disney licence, and not only that, I'm the best Disney licence yet. Buy me go on, I'm a poppet.

TIM TUCKER

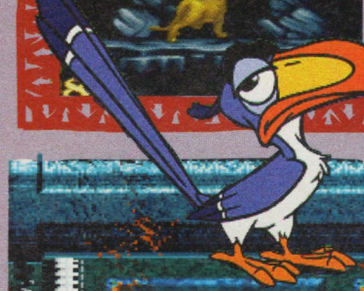
Enter Simba, enter like a big lion.



Jump Simba, jump like a strartled cricket.

GAMESMASTER TIP

The first hyena boss is a cinch when you know how. Simply wait for him to jump, and run underneath him. After another jump he'll get shagged out. At this point, jump on his head. DON'T try to jump on him before he's knackered, as you'll lose health and he'll get off scott free. Two hits will then finish him off.



GRAPHICS

95

Super duper. This looks nearly as good as the film, and that cost millions.

SOUND

96

Can't fault it. The music's wonderful, the spot effects are totally convincing, and the speech adds that essential detail.

GAMEPLAY

85

Platform action as you know and love it, but plenty of variety too.

LIFESPAN

87

It's unusually tough, and there are no passwords. A great deal of time will be wasted on this one.

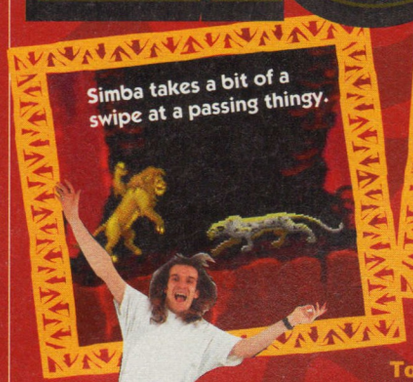
OVERALL

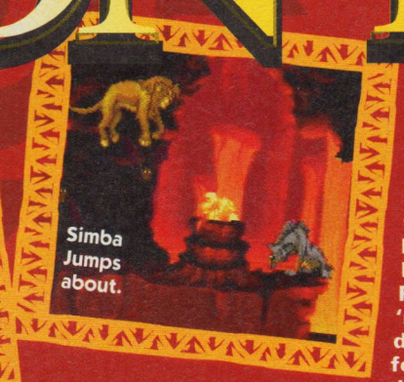
I'm particularly impressed by the variety in the gameplay. Restore your faith in platform games, Disney animals, the SNES, and the whole circle of life, and get hold of this now. TIM

JUDGEMENT

90%

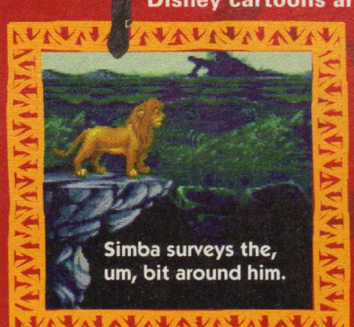
THE LION KING





To say that *Lion King* is just another platformer is like saying that the Beatles were merely a pop group, Hitler was just a dictator or, more relevantly, that a Disney film is just one more cartoon. It's pretty much universally accepted that Disney cartoons are worthy of consideration in a different league entirely from the likes of Danger Mouse, Mighty Morphin' Rangers or Beavis 'n' Butthead. The difference, there for all to see, is the sheer amount of thought and man hours that have been put into the production. It's not the plots, which are largely commonplace and fairly simple, and it's not the characters, which loveable as they might be can't really claim to have any real depth.

So far, and despite the fact that it's easy to imagine how things could have been very different, each and every game that Disney have deigned to put their name to has been a credit to the company's involvement. *Aladdin* was hailed as an instant classic, *Jungle Book* was equally well, if not better, recieved and now *Lion King*, licensed from what is reputedly the best Disney film yet, has spawned a game that can lay a fair claim to being the best spin off. **LES ELLIS**



FOR - MEGA DRIVE
FROM - VIRGIN
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AVAILABLE - NOW
PRICE - £49.99
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GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
93	85	89	89	Beautiful to look at but a bitch to play (in the best possible sense). LES
As you'd expect from a Disney sideline the graphics are superb in all departments.	Nice little yelps from Simba as a pup and generally excellent effects.	Oh, it's another boring platformer is it? Your loss.	No passwords and plenty of tough bits plus a well balanced challenge equals plenty of lifespan.	

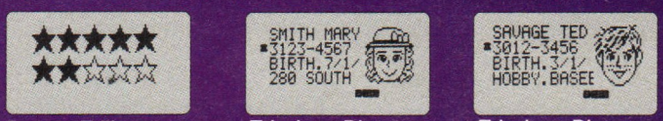
JUDGEMENT 90%

ZAP YOUR MATES WITH A BRILLIANT BATTLE GAME.

The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.

Battle Screen | Battle Result Screen | ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.



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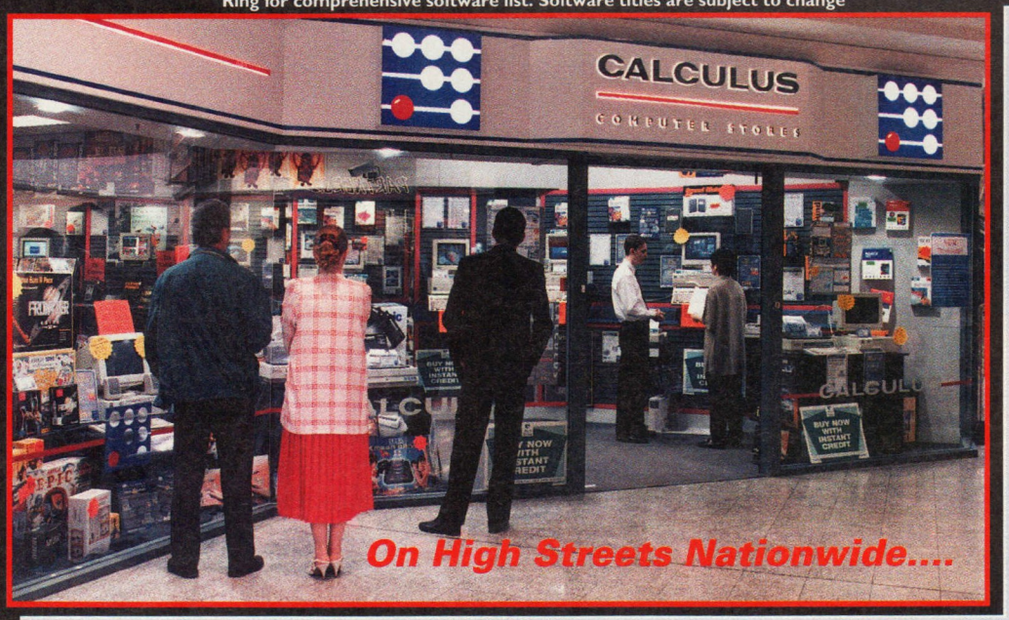

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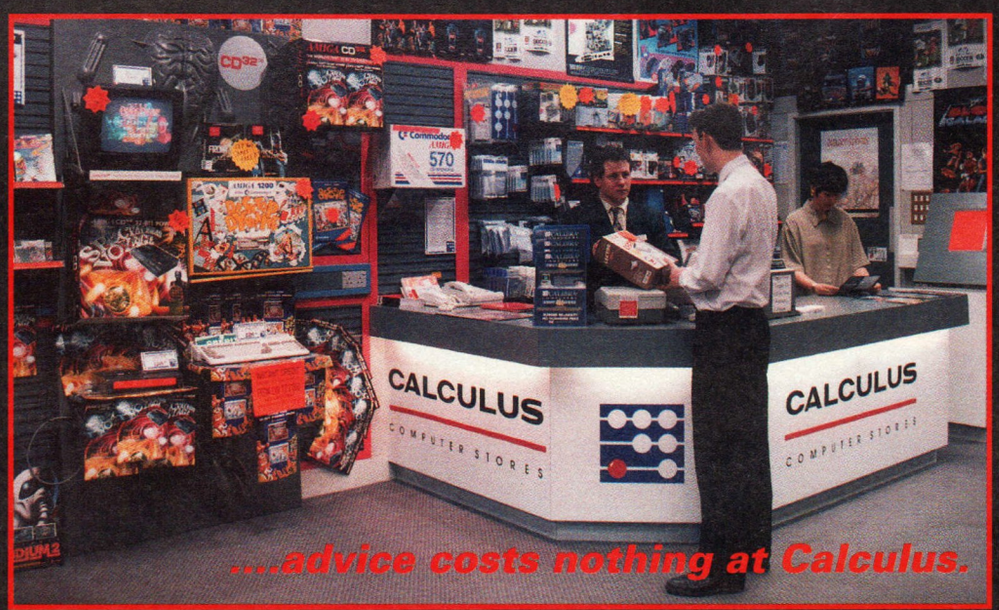

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SHAQ FU

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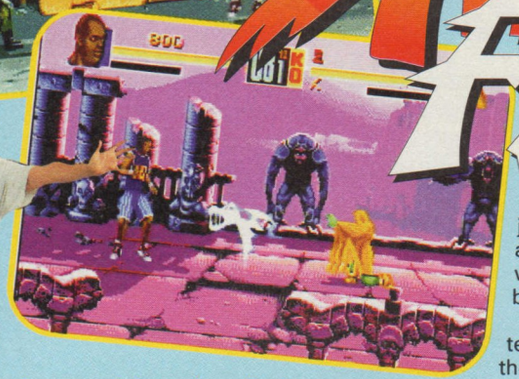
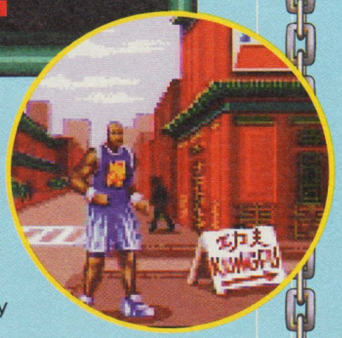


Let's get straight to the point here, we haven't got all that much space. *Shaq Fu* is very well programmed. There's the animation, the interesting and original fighting moves, the animation again, the colourful and varied characters, the lush backgrounds, and the animation. It's the first beat-em-up I've seen that isn't patently derivative of either *Street Fighter* or *Mortal Kombat*.

It's fairly responsive, too. Characters react to your joypad waggling convincingly, and there's a nice feeling of weight that many of the poorer beat-em-ups just don't convey.

I also like the way they don't tell you the special moves in the manual, you have to work them out for yourselves. After all they are supposed to be special moves, all secret and everything, and remember how much fun it was trying to work out all the different moves in *MK2*?

I like all these things, but somehow I was never totally gripped by the game. The most obvious fault is the slightly sluggish pace (something you can't say about the SNES version, reviewed opposite). If anything it's the animation's fault, as putting a sprite through five million frames a second tends to make it that much longer before it actually does anything.



There are many good things about *Shaq Fu*. It's a dream to look at, surely the best animated beat-em-up yet. The characters are fresh and original, and slightly Saturday morning cartoon-like, which is great. It's just that damned speed, which gets a little frustrating after a while.

This is a good but ultimately flawed game, it's well worth a couple of plays, but it doesn't hit the spot like *Mortal Kombat 2*. Better luck next time EA.

TIM TUCKER

Most of the special moves are fireball type things.

The story mode gives you a map area to wander around.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
93	67	79	87	
So fluid, so lovely, so life-like, it's like a little Kung Fu movie on your Mega Drive.	All a bit timid and inconsequential really. None of the "thwacks" that you really expect from a beat-em-up.	The controls work, but they work just that little bit too slowly. Lacks quick fire action.	There are loads of characters (four more than the SNES version), plus lots of special moves and secrets to find.	It's a bit of a shame, but this doesn't succeed as well as it could. I imagine *Shaq Fu 2* will be great, beat-em-up sequels always are, aren't they? A sterling effort, but needs more pace. TIM

JUDGEMENT 81%

FOR - SNES
FROM - E.A.
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AVAILABLE - NOW
PRICE - £50
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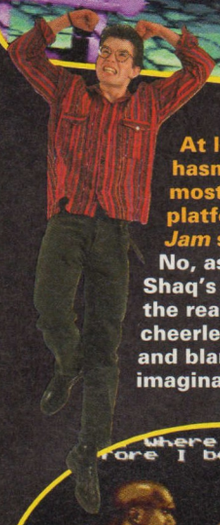
SHAQ FU



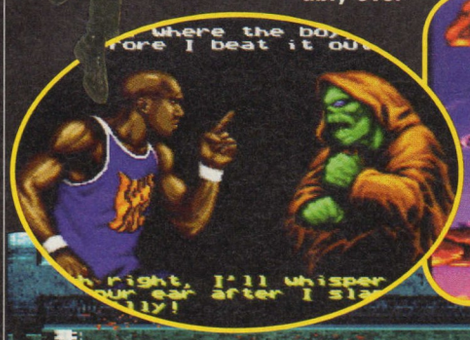
At least the Shaq license hasn't been used in the most obvious way, as the platform for another *NBA Jam* style basketball fest.

No, as you know by now Shaq's been transported from the real world of courts, balls, cheerleaders, three pointers and blank cheques to the imaginary, and considerably over-populated world of flying kicks, character on character fights, rounds, knockouts, special moves and blank cheques that is beat-em-ups.

A plot as ridiculous as this one is best got out of the way quickly. Shaq, whose first two lines of plot dialogue rather ironically feature prominent char-id-ee references, stumbles on a mysterious little Gremlins style curio shop in Hong Kong and in a bizzare misunderstanding worthy of Terry and June our 17 foot hero is transported to the 'Second World' where his unenviable task is to – wait for it – save the world.

The game works better on the SNES than on the Mega Drive, where the diminutive sprites seem to be slightly beyond the machine. The brighter, cleaner SNES sprites show off the superb animation and the controls are more responsive than you'd usually expect in a game with smallish sprites. There are plenty of moves to be mastered and the characters offer a nicely diverse range of styles to get to grips with.

MARCUS HAWKINS



GRAPHICS

89

The graphics, specifically the animation, are the best thing about this game.

SOUND

80

Plenty of reasonable effects and a decent amount of shrieking, but not stunning.

GAMEPLAY

85

The animation is snappier than the Mega Drive version and so, as a result, is the gameplay.

LIFESPAN

80

Not as many characters as the Mega Drive version but better ones.

OVERALL

The small sprites give both a wider view and a refreshingly different feel to *Shaq Fu* but it's not quite up with the big two.

MARCUS

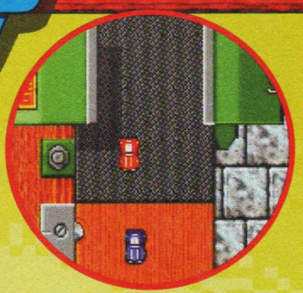
JUDGEMENT 83%

It took me ages to get this picture together, but I did it because I love you.

THE BEAST

THE ORIGINAL

Micro Machines 2 TURBO TOURNAMENT



Knocking people off the sponge is a great sub game.

***Micro Machines 2* is the most addictive game in the world. There. I've said it and this isn't one of those reviews that starts off telling you how good a game is and then slaughters it.** Nope, all I can do is tell you some other good things about the game.

MM2 uses the same technique as *Pete Sampras Tennis* with the three and four player joypad ports built into the cart so that you don't have to dash off and get a multitap. Quite unbelievably there's also an eight player game which involves the sharing of joypads and that I predict to be the number one post pub game of the '90s. The gameplay's very much the same as before, but it looks a lot smoother and faster and the courses are as packed with imagination as my sandwhiches are with

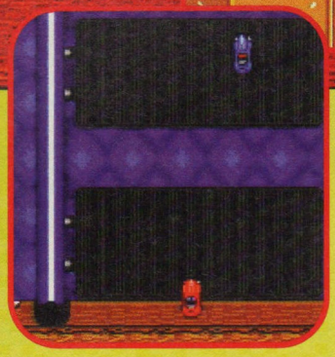
THE BEAST

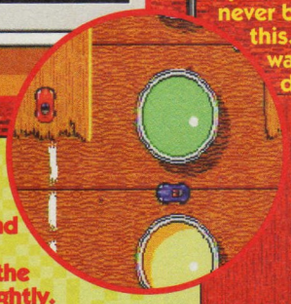
OPTIONS - SOME
DIFFICULTY - TOUGH
PLAYERS - 1 - 8
(BLOODY HELL MATE)
SAVE GAME - NO
STOP ■

Get some tiny ball bearings and roll them around the track on this page. *MM2* is miles more fun than that. I'm telling you... it's a MUST BUY. NOW.

FOR - MEGA DRIVE
FROM - CODEMASTERS
TEL - 0926 814132
AVAILABLE - NOW
PRICE - £44.99
STOP ■

Paint pots and toasters have never been as much fun as this. Ever. Well, there was that time, no it doesn't matter.





Race down steps, mind the gaps and take the corners tightly. That is how to win the game.

GRAPHICS 80
Great, a lot better than they were and they get sooo small now.

SOUNDS 82
It all adds to the comedic effect. Lots of whistling as you fall off the table.

GAMEPLAY 100
Possibly the most playable game in the whole world.

LIFESPAN 99
This would last forever, but you can bet they'll beat it with a version 3.

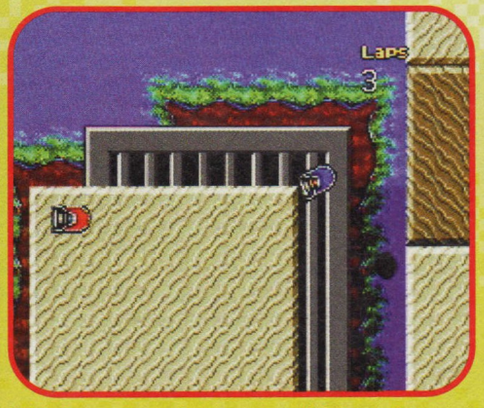
luncheon meat (which is a lot of imagination, or luncheon meat – depending on how you look at it).

There are 27 themed courses and all manner of vehicles from dumper trucks to sports cars, choppers to hovercraft. I'm being very deadpan but if you think any of this is less than genius you can put this mag down and bugger off, you arse. The rest of you can write into my new *Micro Machines* It's Great And I Gave It 97% column. (*I think you're going too far.* – Tim).

SIMON KIRRANE

Simon going too far? Surely not. The irritating thing is that he's right. This is one of the best games I've ever played and I'm also going to start a column. The Simon Was Right You Know Column. Oh dear.

TIM TUCKER



This is me jumping over a grid, hot air comes out of it and you float up a bit. Imagine Marilyn Monroe as a hovercraft.

These are the mini micros, they're as tiny as the name suggests.

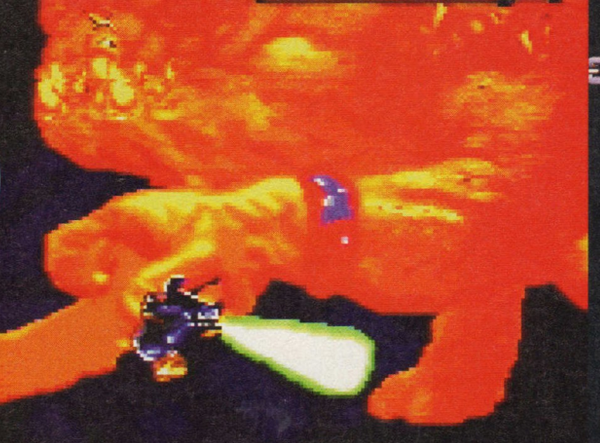
OVERALL

This game is uplifting, a joy... just look at that score. That's as high as I've ever gone. Codemasters are giving me a lot of money for this. No just kidding... I was! Don't look at me like that. Oh dear.

SIMON

97

It's just like the last time we played...

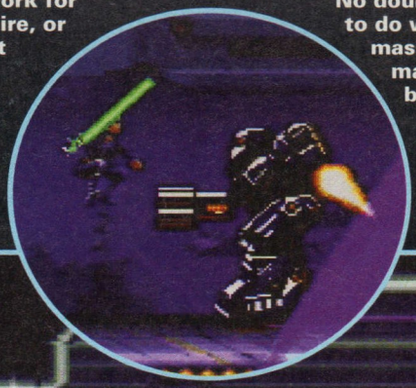


... look it's Luke. Good to see you can still spin Luke.

SUPER STAR WARS RETURN OF THE JEDI

There's a lot of it about at the moment. Star Wars that is. There are the videos of the trilogy, digitally remastered and released at the ludicrously cheap price of £10.99. There are the PC games where you can work for the Empire, or hunt out stormtrooper robots in a *Wolfenstein* environment. There are even, for hack reviewers like yours truly – not to mention our very own Dominik – free trips to the swanky LucasArts ranch in California where George Lucas's peaceful mansion and its quaintly titled Lake Ewok are on show.

No doubt all this has something to do with the workings of a massive, unseen marketing machine that is carpet bombing our consciousness to pave the way for the new wave of films that will take us into the new millennium.



Aha! A new type of enemy, virtually.

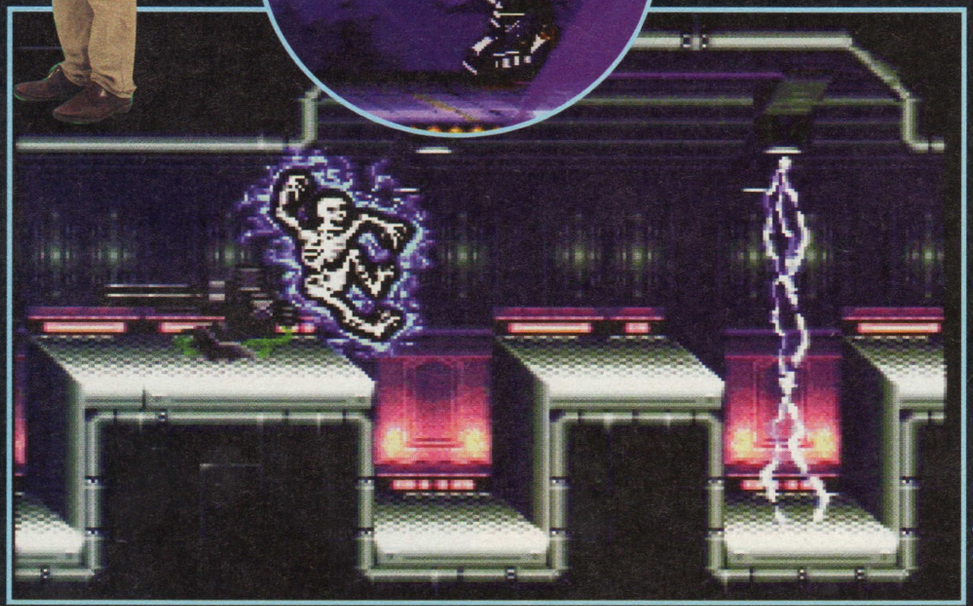
One of the smaller cogs in this great machine is the third SNES game dedicated to giving you the chance to interact through the story that most of us grew up with, if not at the cinema then on every bank holiday.

Super Return of The Jedi takes its lead from its two predecessors. It's a platform shoot-em-up with into-the-screen driving/flying sections and the choice of your favourite hero; the lass, the monkey, the young lad or the Harrison Ford. The characters are blessed with different skills and identifiable characteristics and they are best used strategically. So that if a boss needs to be attacked from a distance you are best to use one of the heroes who carries a gun. This is known as the 'not-Luke' option.

USE THE B BUTTON LUKE

The game begins with you trying to get to Jabba The Hutt's house on the hill, and though this doesn't figure in the film it still takes quite a while to get up there. Generally each level consists of more of the same; running through platforms that collapse or rise or drop things on you, while more and more enemies are piled into you. Run and spin, that's the way forward in this game.

When I knew this was coming in I was so chuffed that I baggsied it before anyone knew what hit them. I told Tim that even if I did have the other games this would have to be added to my collection because it's an integral part in



There wasn't that much comedy in the other two Star Wars games but that's changed now.

Use your memory Luke. Our hero in deja vu central.

FOR - SNES
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - OUT NOW
PRICE - £49.99
STOP ■

the Star Wars interactive trilogy. He sighed and tried to get away. Which after a struggle, he did.

There are some startling into-the-screen shooting scenes where you use the Millenium Falcon to battle Tie-Fighters, there are also jet bike scenes and a cute ewok falling down a waterfall section too, none of which gives the game the boost it badly needs. Despite looking as though they might.

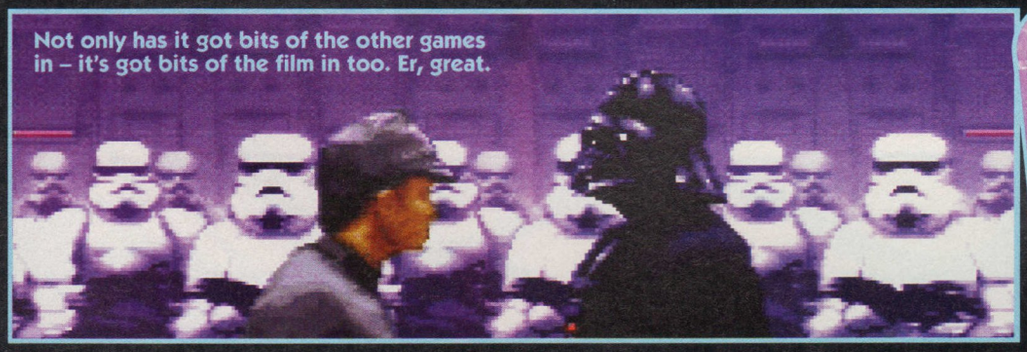
It's a tough game and it looks OK but a month after reviewing *Earthworm Jim* I just can't take this seriously. Thank goodness I'm not one of those cynical hacks who might imply that this is in fact a rushed game released by George's Empire as part of a marketing plan.

SIMON KIRRANE

Let's face it. Even if they looked quite nice at the time and they touched on a sensitive cultural mythology the first two games look increasingly dated – the hack and slash 'action', the jumping from platform to platform 'fun', and the 'challenge' of avoiding those bloody great spikes that pop out of the ground at intervals and deposit themselves up your jacksie and make you go all flashy. Still, we can look back fondly on these games as products of their time. *Super Return of the Jedi* doesn't deserve such a sentimental treatment. In fact it deserves a wholesome kicking for not even trying to stand on its own two feet. It's the only way.

TIM TUCKER

The inclusion of an ewok is a brand new thing, as is a special flying into the screen bit. So you can ignore all my cynicism. This is something you've never seen before, it's a 'must buy', a 'gotta have'... no it isn't, it's tired. So am I.



Not only has it got bits of the other games in – it's got bits of the film in too. Er, great.

GRAPHICS

65

Fine, with some lovely deep backgrounds but nothing looks different to the first game.

SOUND

59

The monkey goes 'eeuuurrooght' – again there's nothing new here.

GAMEPLAY

75

It has been proved time and again that this is an immensely playable genre. Can we have something else now?

LIFESPAN

87

This is a difficult game and it is playable, but if you have the other games it won't take you long to suss it out.

OVERALL

It would have been nice if there had been enough changes to keep the fans happy. But there haven't. The Millenium Falcon section is a step in the right direction, but not enough. SIMON

JUDGEMENT %

78

Disney SOFTWARE

Virgin

Trussst me, it will messmerise you.

Disney's The Jungle Book VIDEOGAME

MEGA DRIVE · SEGA GAME GEAR · SEGA Master System · Nintendo · SUPER NINTENDO ENTERTAINMENT SYSTEM · GAME BOY

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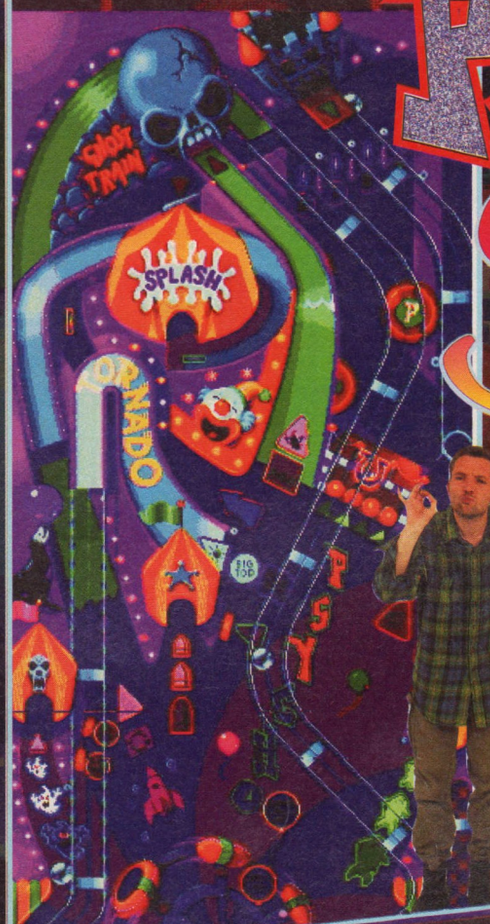
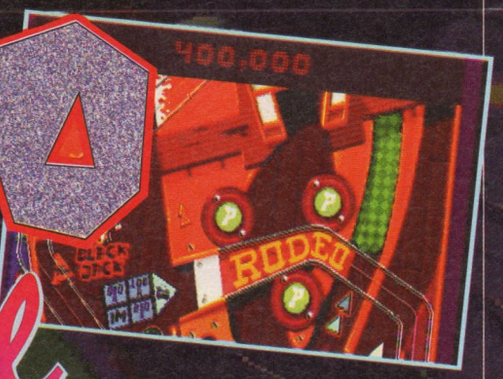
PSYCHO Pinball





This is the Wild West table, that's why it says rodeo. That's a clue.

Despite basing their game on a massive falsehood (that the balls in pinball are curled up armadillos) Codemasters have nevertheless managed to bring us a fabbo game with a twist. The twist is that Psycho, the armadillo of the title, can unfurl himself and enjoy little platform sections that are thrown at him. These break up the tension of the fast moving (the speed settings race up from slow to psycho) pinball and also encourage you to be more skilled and selective in your flipper based activities. There is one main table and this can lead you off to any of the other three tables, each of which has a platform section attached. The tables are based on real life designs, so they have all the usual features such as moving bits (on the wild west screen a train whizzes across), sub games on the score board and themed areas. If you hit all the cards on Wild West and then get the ball (Psycho) into the blackjack area you can play cards, for example.

Pinball has proved to be one of the games most suited to computer and console treatments. The main table is very complex and very playable, although I did think the scary table a bit sparse. Despite this nit-picking, I really enjoyed *Psycho Pinball* and will be adding it to my collection.

SIMON KIRRANE

The clue below is the cauldron, you see this is the cookery table.

FOR - MEGA DRIVE
FROM - CODEMASTERS
TEL - 0926 814132
AVAILABLE - DEC
PRICE - £44.99
STOP ■

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
93	84	91	94	
Lush tables and some very fast ball jiggling action.	It's all themed around the tables and the Wild West tune is great.	Pinball has been around for ages and this encourages you to play and gives you regular console game fare too.	It will take you ages to explore every nook and cranny of every table, sub game and platform section.	The biggest pinball game I've played and certainly one of the fastest and smoothest. Addictive, fun and technically I don't know how they forced it all into one cart. SIMON

JUDGEMENT 90%

FOR - AMIGA
FROM - 21ST CENTURY
TEL - 0235 851 852
AVAILABLE - NOW
PRICE - £29.99
STOP ■

pinball illusions

The best table is Law 'n' Justice (far left).

It started with a terrific *Dream*. Then it became a lush *Fantasy*. Now at last it's a full blown *Illusion*. Ha ha. What am I talking about? Ha ha. I'm referring to the tradition of pinball games on the Amiga from 21st Century.

If *Psycho Pinball* (reviewed opposite) is pinball for videogames beatniks, or something, then *Pinball Illusions* is aimed squarely at the sophisticated pinballer (if such a thing exists). There's no attempt to utilise the Amiga's videogame potential, and give more than a very straight pinball experience. It's just silver balls, flippers, ramps and high scores.

Fine. No problem with that, especially when it's done this well. The tables are slickly designed, and will keep you stuck to your Amiga like a two day old cornflake to its milk-encrusted bowl. As a sequel to *Fantasies*, however, there are some impressive enhancements. The much awaited multi-ball feature is included, with the inherent complications being dealt with in two ways: 1) Normal lo-res mode, where the screen follows the ball nearest the flippers, and 2) you can switch to hi-res mode to see the whole table on screen, although fumbling for that H key in the middle of a frantic flipper attack is not always a simple procedure.

The only disappointment is that there are only three tables. You've managed four before lads, what went wrong this time? But let's not take it away, if you're an Amiga 1200 owner you should certainly buy this immediately.

TIM TUCKER

GRAPHICS
82
Absolutely gorgeous 256 colour loveliness on all three tables. Loses a bit of depth in places though.

SOUND
88
The music's perfect, from the Beach Boys-inspired Babe Watch to the techno-fuelled Law 'n' Justice.

GAMEPLAY
92
I know I know, it's only pinball, but it's bloody great pinball. Designed purely with playability in mind.

LIFESPAN
90
I'm still playing *Fantasies*, for Christ's sake. You may as well superglue it to your disk drive.

OVERALL
Although there's one less table than usual I loved all of 'em. The playability is at a maximum here, so don't let the side down – vote for gameplay and give this your full attention. TIM

JUDGEMENT 88%

INDIANA JONES

That's the bit when all those Nazis had their brains melted by those weird things in the ark.

Poor old LucasArts. They're getting all confused. When they thought about doing a game based on three very successful films starring Harrison Ford they didn't know whether to do the Star Wars trilogy or the Indiana Jones series. Still never mind eh lads? You can do both, using the same code and just changing the graphics a little bit.

Indiana Jones is a platform game with a few 3D sections (which normally consist of timed chases of some sort). In fact, just take a look at any of the *Star Wars* games on the SNES and substitute scenes from the Indy movies. That's all there is to it. Of course, all the *Star Wars* games have been way above average and so is this. For a start it's huge. Bigger than Tim's ego when he harps on about his Cactus Rain days – we're talking gi-bleedin-normous here. It covers scenes from all three movies which, although it allows LucasArts to vary the graphics, means they keep the same basic game plodding along all the time.

The 3D sections are a welcome detraction from the platform monotony but the timed chases will have you gnashing your teeth in frustration time and time again. The platform sections are too linear for my liking, I'm one of these saddoes who likes the opportunity to take different routes through levels.

All this sounds a little negative. Although this is the same as the *Star Wars* games it is quite involving once you get into it. It's big and the levels have quite varied graphics which makes it quite appealing. In fact the graphics are a very impressive feature of Indy. While it's nowhere near the best platform game around, Indy is an entertaining way of whiling away those long winter evenings. Still, the inclusion of a bit more imagination would have lifted this game immensly. And it needs lifting. **LES ELLIS**

That was some curry Indy had last night.

FOR - SNES
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - OUT NOW
PRICE - £50
STOP ■

GRAPHICS

85

Wonderful cinematic breaks from the game. Otherwise it's *Star Wars* set on Earth.

SOUND

81

Amazingly enough it's got a little bit of speech that is actually quite amusing.

GAMEPLAY

79

There isn't much to do on most of the levels but it's easy to get to grips with and rewarding to play.

LIFESPAN

78

It covers all three films so it should be pretty big. However a lot of the levels seem to be way too easy.

OVERALL

The best attempt yet to capture the magic of the Indy movies in a game. It's just a little too similar to the *Star Wars* games for its own good. Overall it will entertain you. **LES**

JUDGEMENT %

79

"...the most enjoyable playing experience you'll ever have."

"I haven't come across a more polished, more enjoyable and more playable game in ages."
MEGA 90%

"Superb animation, lots of fun, and gameplay to match most platforms." **SEGA POWER 90%**

"Jungle Book is a polished package that's too good to miss." **MEGA POWER 92%**

GAMESMASTER 90%

Disney SOFTWARE

Disney's The Jungle Book VIDEOGAME

Virgin

MEGA DRIVE | SEGA GAME GEAR | SEGA Master System | Nintendo | SUPER NINTENDO ENTERTAINMENT SYSTEM | GAME BOY

Screen shots may be taken from a different format.

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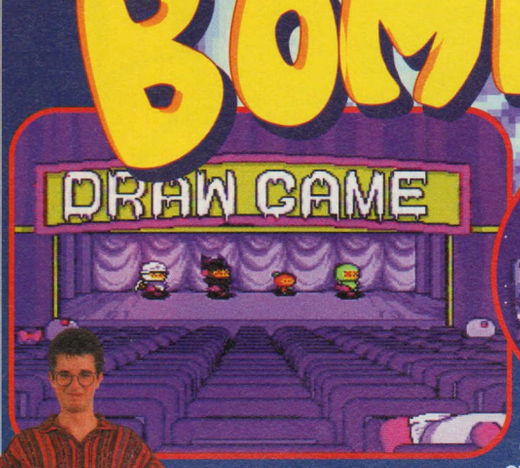
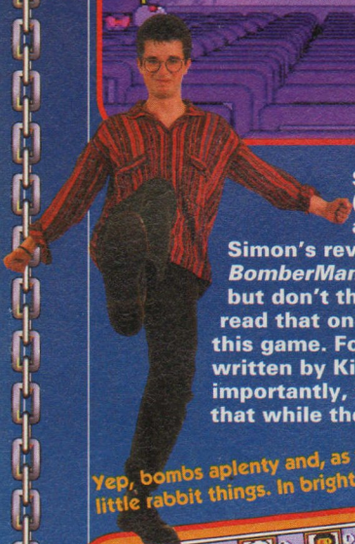
MEGA BOMBERMAN

FOR - MEGADRIVE
FROM - SEGA
TEL - 071 373 3000
AVAILABLE - NOW
PRICE - £34.99
STOP ■



Put the Pizza syle world back together.



Skip a few pages (*15 actually* – Tim) and you'll come to Simon's review of *Super BomberMan II* on the SNES, but don't think that you can read that one for the facts on this game. For starters it's written by Kirrane. Even more importantly, you should know that while the basic drop-a-bomb-and-run premise is the root of both of these games, they are in fact completely different. The one player game's different, the battle screens are different, the graphics are different and, well, you know, everything's different.

The one player game differs from the vastly improved SNES sequel in that it's crap, so we won't talk about that. Let's just concentrate on the multi-player fun. Anybody who's played any of the *Bomberman* series can tell you that you can't go far wrong with the brilliantly simple competitive play, and that fun as they may be, the little kinks that this treatment gives it (little kangaroos with various running, jumping, kicking abilities, some different characters and a selection of wacky levels) are pretty much irrelevant. What always made the game special is the competitive element and, thank God, it's as much fun as ever.

Sadly, the graphics look a bit shabby in sharp, shiny 1994, but Mega Drive owners who've up to now been deprived of the four player frenzy that is *Bomberman* should turn a blind eye and take this classic of a game as it is. MARCUS HAWKINS

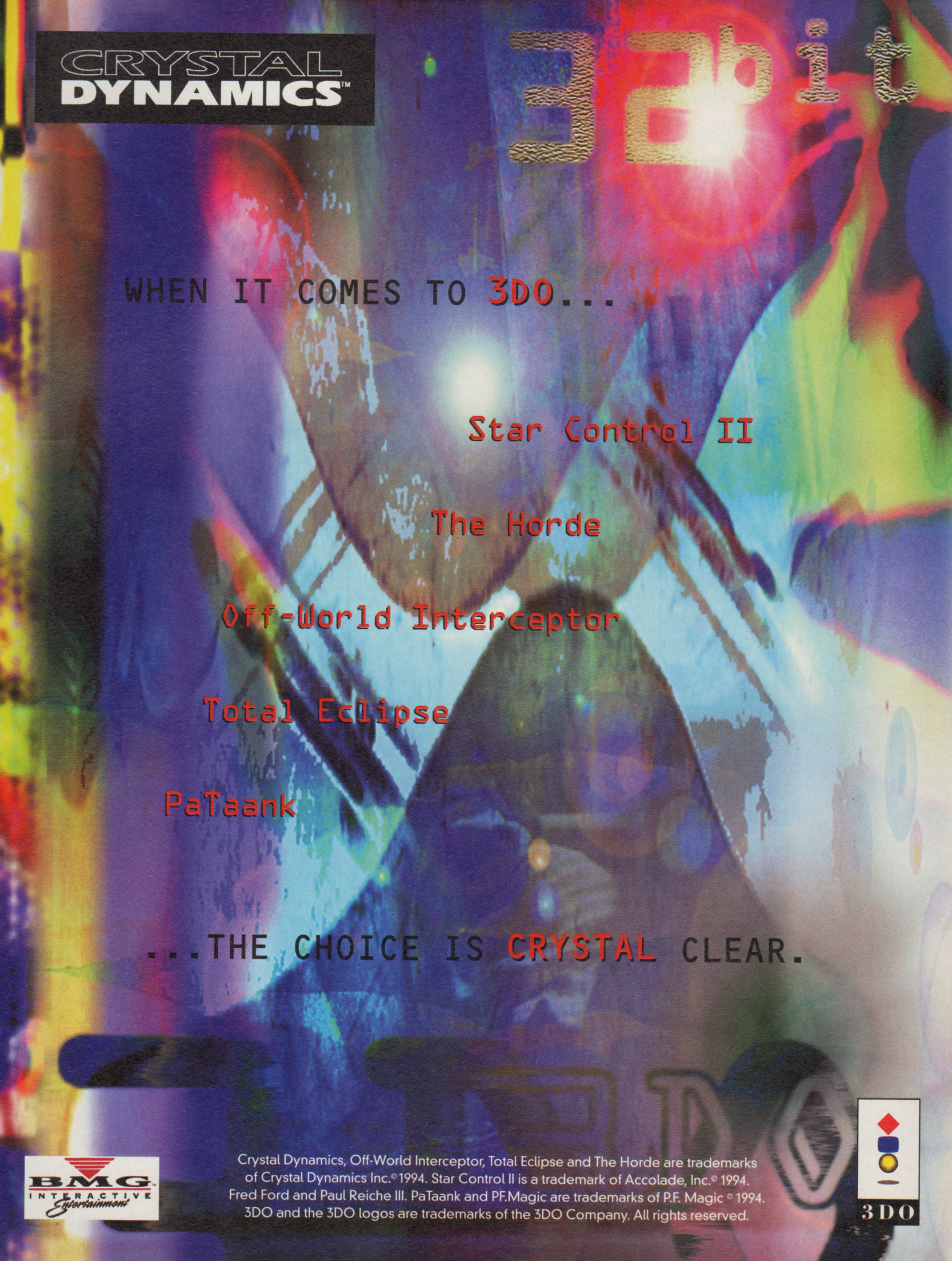
Yep, bombs aplenty and, as you'd expect, little rabbit things. In bright colours.

If you plant a bomb in the central Igloo the roof is blown skywards.

The one player game should be ignored as much as possible and only acknowledged as an unfortunatre embarrassment. Like Kirrane.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
69	68	93	85	87
Scruffy, dated, simple and perfectly adequate, thanks very much.	Mmmm, it's not exactly Beethoven's 5th is it? (*Um, no, it's not* – Les)	Well, it's brilliant, isn't it? it always was going to be and it, er, is.	The one player game is mediocre but, given one of them multi player adaptors the fun should last forever.	Some of the details are slightly different from different versions of the game but basically this is the same brilliantly compelling multi-player classic. MARCUS

JUDGEMENT



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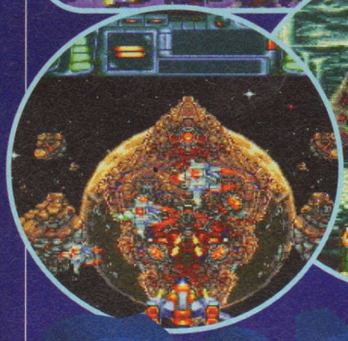
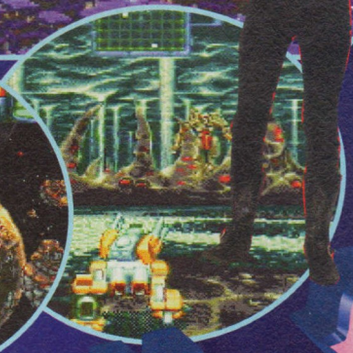
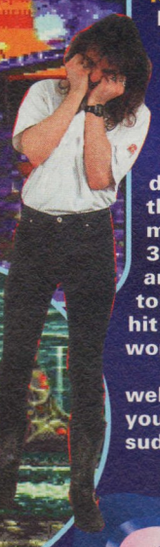
FOR - MEGA CD
FROM - CORE DESIGN
TEL - 0332 297797
AVAILABLE - NOW
PRICE - £40
STOP ■

If you don't kill this thing, like quick, he's gonna get ya.







The programmers at Core Design claim that the Mega CD can't be pushed any further than this. Personally I'd believe them because I've played this and I'm impressed. Then again I also believed that the Sinclair C5 was a great idea and would catch on. I also thought that all those crappy K-Tel devices were good inventions, that Tim Tucker was a hard man among bosses, that the 3DO has loads of cool games and that the world was going to end when that meteorite hit Jupiter. So don't take my word for it.

You'll be impressed as well. More impressed than if your local pizza takeaway suddenly started giving away pepperoni pizzas for free. Of course, you could be the sort of person who isn't impressed by more colours on screen than ever before, or by the fastest shoot-em-up on the Mega CD, or a soundtrack that is straight out of John Williams and Star Wars, or the pure in-your-face blasting action but, then you'd also need to have your head scanned for brain waves just to make sure you actually wake up in the morning.

Soulstar is the most incredible shoot-em-up experience the Mega CD has yet encountered. The levels are varied and packed with the weirdest and toughest aliens you're ever likely to have the privilege of blowing away. I was also impressed with the way that Core have got around the problem of ships turning into blocky shapeless pixels when they get close to you. Now they keep their form when they're up close and look more intimidating for it.

It's very unlike me to get this involved in a game but that's the magic of *Soulstar*. It pulls you in completely and won't let you go.

So if you want the best shoot-em-up on the CD, with the most phenomenal soundtrack and that all important gameplay, then this is your man. **LES ELLIS**

SOULSTAR

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
92	95	90	90	
Some fantastic effects and the biggest variety of aliens I've ever come across. Much better than *Thunderhawk*.	Surely the best soundtrack ever on a space shoot-em-up but the effects could do with a bit of beefing up overall it's fab.	Death and destruction on a near psychopathic scale, and loads of weapons to do it with as well.	Some truly incredible bosses. *Soulstar* is very addictive and will keep you coming back for more.	Shoot-em-ups on the Mega CD don't come better than this. *Soulstar* is the total package of blastfests. Wonderful graphics, atmospheric gameplay and a brilliant soundtrack. LES

JUDGEMENT 93%

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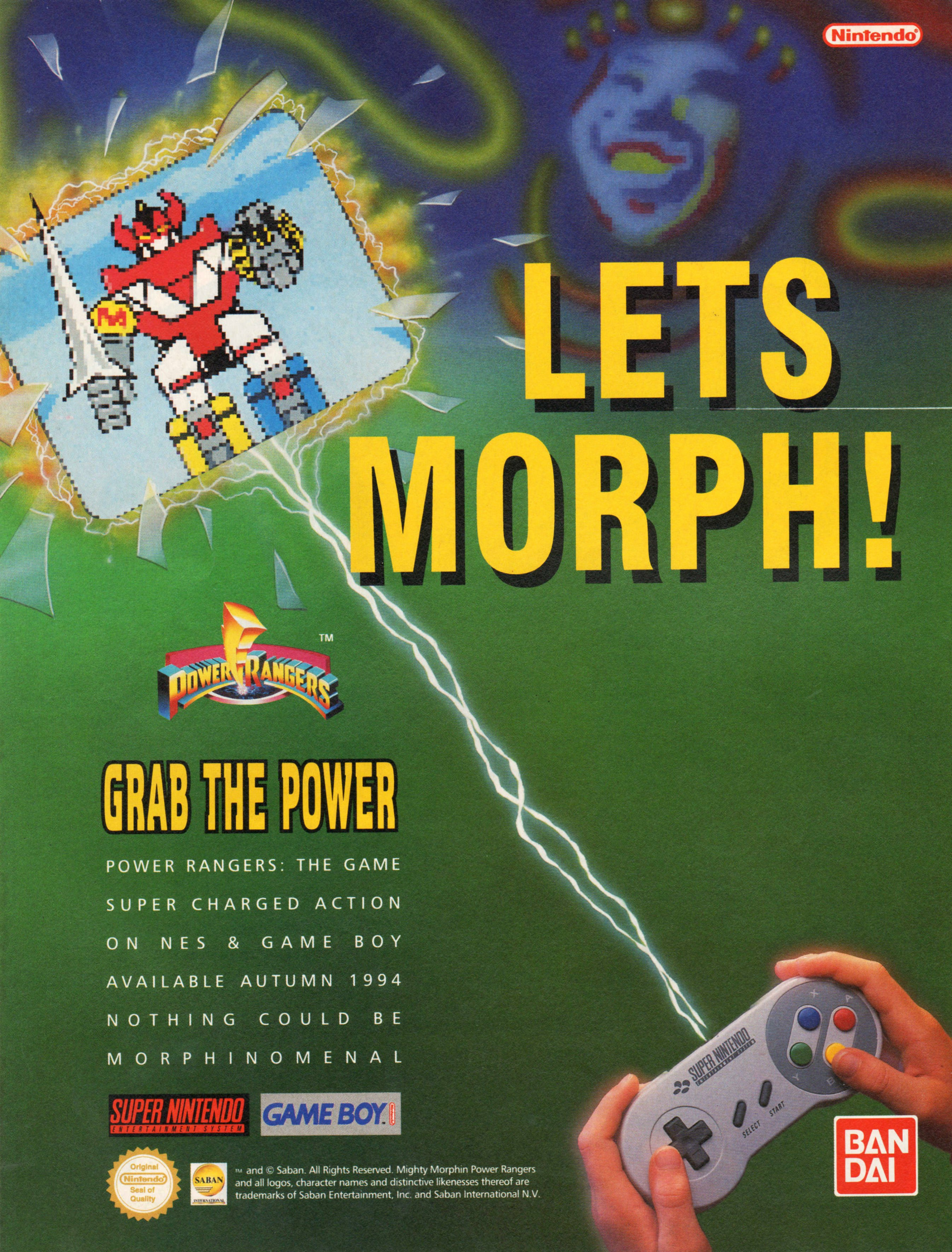

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EARTHWORM JIM

FOR - MEGA DRIVE
FROM - SHINY
TEL - N/A
AVAILABLE - NOW
PRICE - £44.99
STOP ■

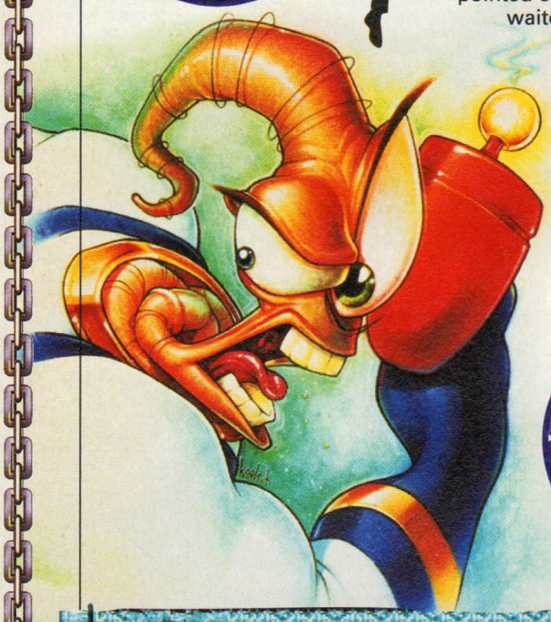
Just to emphasise how cartoony Earthworm Jim really is, concentrate on these mocked up comic pages. It all goes blurry eventually. Its great.

We asked a worm what it thought of his species' breakthrough, and you know what he said? Nothing. Nothing at all. He just wasn't interested.

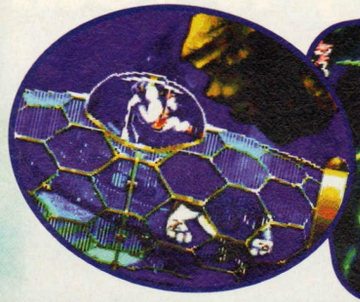
We even offered it a little intelligent space suit outfit, with a gun and everything to defend himself, pointed out the hole at the top and waited for it to hop in and have a pop. It didn't even try. So we squished him. Lots. Jim himself, as glamorously animated and suddenly famous as he is, refused to comment. Having honed his skills on computer versions of cartoons, the almost as well animated Dave Perry, of shiny entertainment has skipped the cartoon bit. Sort of. *Earthworm Jim* is a cartoon. On your console. The sheer superiority of the animation makes it as good to watch as most broadcast cartoons and you can, like, interact with it. It's gert smart.

MARCUS HAWKINS

Here's another page. Good eh? Um, and there's another picture down there.



There are lots of different bits. Oh yes.



Here's a bit of bungee jumping, for example.

GRAPHICS

95

Shows, once and for all that good animation beats dodgy FMV every time.

SOUND

88

Overshadowed by the graphics, but a bit on the stunning side in their own right.

GAMEPLAY

90

Yes, it's a platformer but the gameplay is as fluid and enjoyable as the visuals.

LIFESPAN

90

It's very tough and even when you do finish it the sheer beauty of *Earthworm Jim* will last.

OVERALL

It is, as they say, Burr-ill-iant. Lovely to look at, good to watch, involving to play and, um, a, er, tasty treat for all the family.

MARCUS

JUDGEMENT %

93

Huge competitions and bloody great posters

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An awful monster invades, it's a Les, run, run away.

FOR - SNES
FROM - JVC
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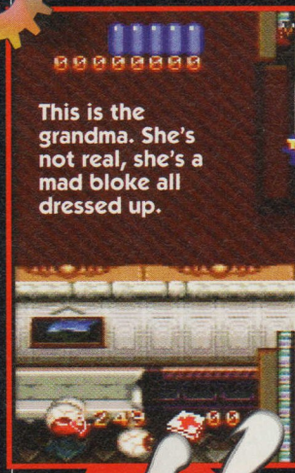

This is the grandma. She's not real, she's a mad bloke all dressed up.

Ghoul PATROL

If it ain't broke, don't fix it. This is a creed that Hollywood has been living by for decades. Just look at all the sequels that are flying around. The Nightmare on Elm Street films, the Friday the 13th series, all those awful Jaws movies and, of course, our very own Carry On films. Now that Hollywood and videogames are getting closer it looks as though their bad habits are coming to our industry. In other words, if you get a hit formula, flog it to death and it'll keep making money.

Ghoul Patrol for example. The sequel to *Zombies Ate My Neighbours* is pretty much identical to the original. So the locations are different but the graphics and genre remain unchanged. Again, it's running through levels rescuing people and blasting cast offs from horror movies time. This isn't a sequel, it's an expensive data disk. I've got a feeling that the only reason they haven't called this *Zombies 2* is because they hope that owners of the original may not realise that this is the same game and buy it again.

Don't get me wrong, it's good, but I preferred the way that *Zombies* managed to use features from famous horror flicks. This one offers a B-list mish mash nominally held together by a weak rescue plot and has nothing new to offer on the gameplay front, and therefore it's not as good as *Zombies*. But, saying that, it's a pretty good substitute if you can't get your hands on the original.

LES ELLIS

It's the spikey haired bloke of doom. Not nice.

GRAPHICS
84
Imagine a horror cartoon. That's exactly how *Ghoul Patrol* looks.

SOUND
79
Loses the amusing, spooky, atmospheric music and effects of the first but is still okay.

GAMEPLAY
85
Running around rescuing people and blasting the baddest of bad guys is very addictive, especially in two player mode.

LIFESPAN
68
It's a big game with a lot to offer and the two player mode adds a new dimension.

OVERALL
The formula isn't too tired just yet but I don't thing they'd better try to get another game out of this. *Ghoul Patrol* may have flogged this to death. If you've got *Zombies* don't buy this. LES

JUDGEMENT 71%

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Ultimate

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STARBLADE

FOR - MEGA CD
FROM - NAMCO
TEL - N/A
AVAILABLE - IMPORT
PRICE - £45
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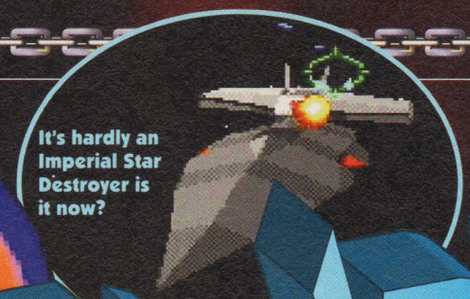
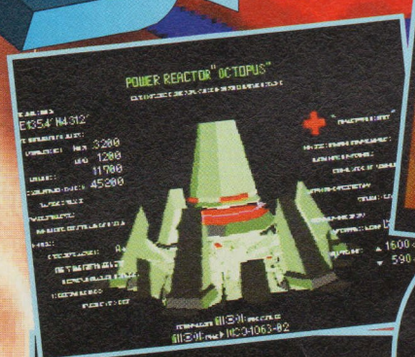
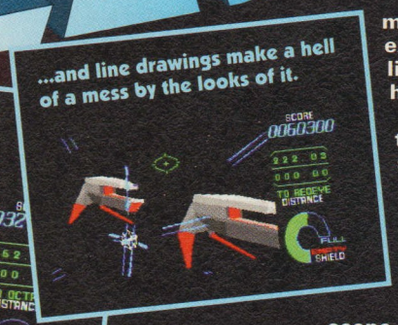






Did you know that if you take the letters of the word *Starblade*, add a few more, then take some away you get: WE WANT TO DO A *STAR WARS* GAME BUT CAN'T AFFORD THE LICENCE, AND BESIDES SOMEONE ELSE GOT THERE FIRST. Don't believe me? Want more proof? How about this. A lone fighter crew go up against a huge Imperial fleet and has to defeat them in order to get to a huge man made planet that is threatening the existence of everyone (sounds a bit like a Death Star to me). Hmm, hardly original is it?

However there are some original touches. To kick off with, what you start with shield-wise is it. There aren't any power ups anywhere which means that when things start to get frantic, you're stuffed. One life and three continues is all you get. You have to admit that that's original. Then there's the scene where you get attacked on one side of the screen and as soon as you move your sights to deal with it you get clobbered on the other side. Yeah, great fun but a bit harsh on your shield level, know what I mean?

It plays very like *Silpheed*, but it's not great. It's very linear and there's just too much going on all the time for you to make sense out of it. The difficulty level is horrendous. This is one tuff mutha of a game. A tad too tough actually. Sure, it's pretty to look at and fairly playable but getting wasted as quickly as you do doesn't mean you want to keep coming back to it. *Starblade* just doesn't appeal to me whatsoever. There are far better shoot-em-ups already available and although this is an ambitious project it just doesn't make it. KIrrane may like it but he's mad, and so will you be if you buy this. LES ELLIS

GRAPHICS
79

Quite why wire-frame ships are mixed in with the proper ones is beyond me. Other than that it's pretty cool.

SOUND
88

It talks, just. Weapon effects are a bit weak but there are some cool explosions.

GAMEPLAY
71

Keep the fire button held down and move the sights, that' s all there is to it.

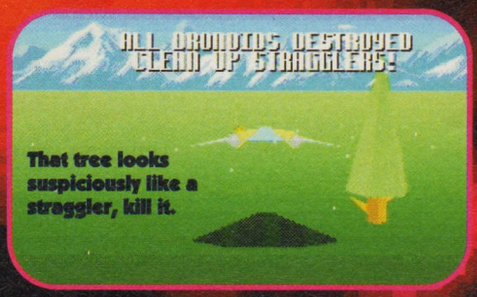
LIFESPAN
68

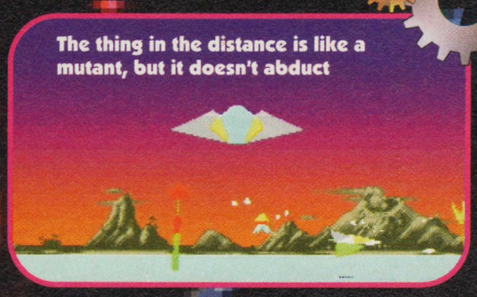
Too difficult for its own good. With no way of powering up during the game you get pretty fed up quickly.

OVERALL

A bit of a *Star Wars* clone, only nowhere near as good. In the end it's just too bloody dull and hard. LES

JUDGEMENT
71%





FOR - CD32
FROM - ACID SOFTWARE
TEL - N/A
AVAILABLE - OUT NOW
PRICE - £25
STOP ■

GUARDIAN

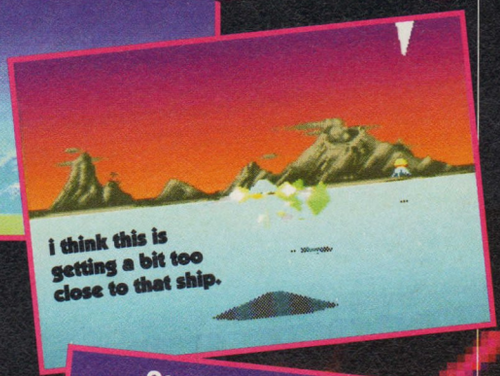
Hey, *Defender's* back. It's been resurrected from the gaming graveyard, dusted down and given some serious plastic surgery. The scalpel has been busy. Gone are those ugly black and white line graphics and in their place are sleek 3D polygons and loads of colours. Hacked away as well are those little blobs that represent people and in their place are 3D structures that need to be guarded with your life as those pesky aliens try to blow them away.

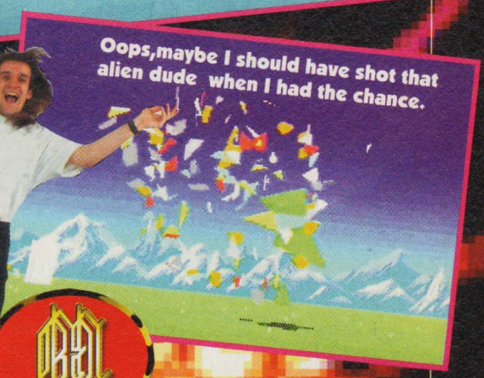
These aliens have also undergone more changes than Michael Jackson. There are now new ships, different designs, and thanks to the new 3D landscape, totally erratic new attack patterns. With all this you may begin to wonder whether this is *Defender* or not. Well it is. One go is all you'll need to understand this. That same *Defender* gameplay, which made it such a hit, is all here. With the 3D landscapes *Guardian* takes *Defender* into a new dimension. Brings it into the 1990s, if you please.

Of course you could also say that this is a bit of a CD32 *StarWing* clone and you wouldn't be far wrong. It's not as linear as the old SNES game but there are a lot of similarities, especially graphically. This is a scary comparison. This is a 32Bit CD machine, for God's sake.

That aside, *Guardian* is a pretty mean shoot-em-up. Like *Defender*, there's no real variety in the action or the graphics, which can make it a little dull to play, but It's a very tough game with the difficulty level tweaked to the max.

It doesn't really push the CD32 anywhere even close to the edge of its capabilities but it is the best shoot-em-up we've seen on it. LES ELLIS



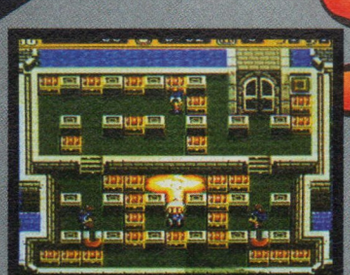


GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
79	70	88	88	
StarWing on the CD32, but faster.	Ouch! Hardly a CD soundtrack and the effects leave a lot to be desired.	Well it's *3D Defender* for Christ's sake. What more could you ask for?	*Guardian* is very tough so you won't be finishing it in a hurry, but it can get a bit dull after a while.	While it's hardly a 32Bit monster of a game *Guardian* is the *Defender* of the 90s. The 3D is fast and while the action isn't what you would call frantic it succeeds in pulling you into the game. LES

JUDGEMENT 80%

MIND BLOWING FOUR PLAYER DESTRUCTION

EXPLO



"Playable and addictive beyond belief ... Super Bomberman 2 is it" – Total 94%

"Superb multi-player action" – NMS 92%

AVAILABLE IN NOVEMBER

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WAY OF THE WARRIOR

FOR - 3DO
FROM - TELEMAIL
TEL - 0533 813 437
AVAILABLE - NOW
PRICE - £54-95
STOP ■

There's nothing worse than a game that gives the impression of being really bloody good, right up to the moment you play it. *Way of the Warrior* promises loads. First off it's a beat-em-up, – a good thing – and it's on the 3DO, technically the most powerful available games system on the planet.

Turn it on and things look encouraging. Some very impressive gothic intro visuals set the scene and outline a smart plot concerning the Book of Warriors, an ancient tome written in the blood of champions, listing all the greatest fighters in the history of everything. There's one page left, and now's your chance to fill it.

It's when you start actually playing the damned thing that its real nob value shines through. It's obvious from the start that this is a shameless *MK 2* clone, with very similar characters, dubious look-alike special moves, and just plain rip-off fatalities (except here, the fatalities can be used on any round).

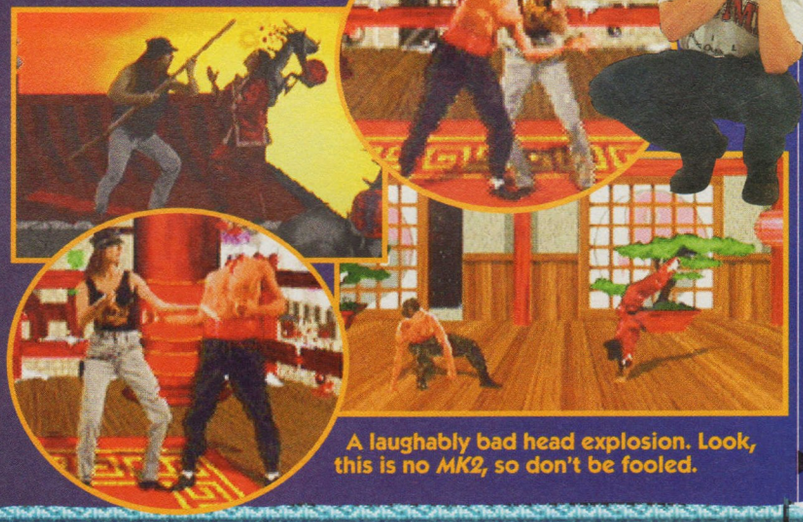
There *are* little sparks of inspiration, like the use of power-ups to increase your energy level and skull points, which increase whenever you perform a special move and give you the power to perform magic spells that weaken your opponent.

But it's all let down by the gameplay. The sprites look like extras in a dreadful seventies American TV cop show, and the animation seems to contain about two frames per character (*he's exaggerating for dramatic effect* – legal editor).

It's a shame, because there's some gorgeous backgrounds and smart scaling effects. As it is, this is a dreadful waste of space. Wait for the 3DO *Samurai Showdown* or *SSF 2 Turbo*. TIM TUCKER

Here's an amusing example of how bad the sprites are in *Way of the Warrior*.

Throwing fans, eh? A bit reminiscent of *MK2*.



A laughably bad head explosion. Look, this is no *MK2*, so don't be fooled.

GRAPHICS

72

The individual parts are impressive, but the sum is a bit of a random mess. Well rendered, badly designed.

SOUND

86

A growly Shao Kahn-inspired voice dominates the proceedings, and it works.

GAMEPLAY

42

It's fast and fairly responsive, but you can't get any combos or strategies together. It's just dull, really.

LIFESPAN

33

Given the above comments, I wouldn't give it five minutes, if I were you.

OVERALL

It's just a very poor *Mortal Kombat 2* rip-off. Don't touch it, even if you're desperate for a beat-em-up on your brand new 3DO. There are far better ones on the way. TIM

JUDGEMENT % 43

This is the single player adventure mode. The plot is this: things move and things don't – blow up all the things. They had five Hollywood writers working on it. Really, they did.

On this screen try to stay constantly in flight. It's hard but do-able. You'll see.

SUPER BOMBERMAN 2

Thousands of column inches have already been devoted to the phenomenon of the Bombermen. These little blokes, who play with bombs as a five year old might play with wet tennis balls, took the console scene by storm for the sole reason that they starred in the first, and arguably still the best, multi player game to appear on a cartridge since *Castles* on the Atari VCS back in the '80s.

Super Bomberman 2 has now arrived and has the unenviable task of trying to build upon what could easily be seen as a perfect game. Admittedly the first single player bomberman game was roundly condemned as a waste of space, 'but hey', the reviewers said, 'with a multi player game like this, why do we need a single player game?' Of course, there are a lot of reasons why a single player game is necessary and thankfully Hudson Soft ignored the reviewers and released *Super Bomberman 2* with a greatly improved single player game. Yet again you progress through various levels blowing up floaty enemies, but now, instead of the levels being versions of the multi player areas they're separately designed 3-D areas, where you must blow all the switches and the floaty things up in order to progress. This doesn't involve the fast-paced lunacy of the multi player game, but there are lots of traps to fall into, and most levels take a couple of attempts before you get it right, making progression a constantly compelling challenge. Compared to the first *Super Bomberman* cart the single player game is now a well thought out and gripping asset as opposed to an incidental and ill-conceived bolt-on distraction.

It would all appear to be fine then. The only thing that needed to be improved has been, and so the game's a runaway success, right? Er, not quite. Previously the multi player games worked well,

The roulette wheel reveals nekkid ladies all the time. Seriously.

Very soon something exciting is going to happen. Honest.

Left: The blue line represents the path to widom in Buddhism, follow it. It's a fact.

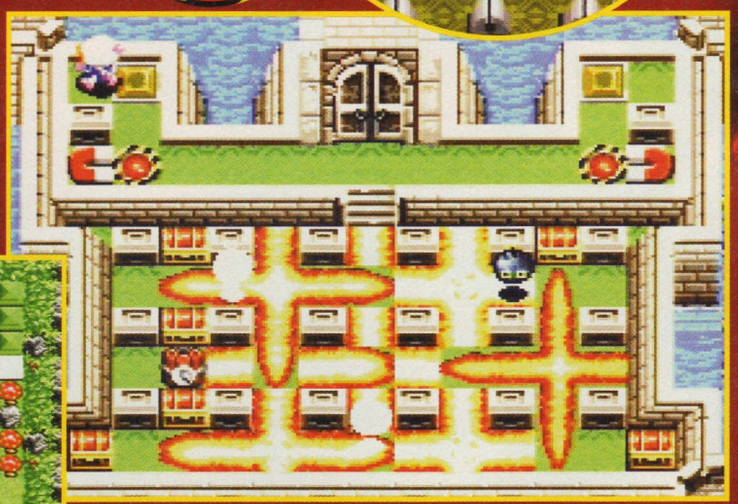
Right: Run round the patio four times and you morph into a giant banana. You do.

FOR - SNES
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - NOW
PRICE - £TBA
STOP ■

If you look closely you'll see that the flame icons are in the same formation as the middle stars in Orion's belt. Not only that, but God talks to me, he tells me dark secrets. It's true.

with a steady progression of complexity in the levels so that you could play a simple bricked up level, where there were plenty of icons to choose from and the scenery was nice and reliable, or you could race around at top speed, with ridiculously destructive bombs and scenery that warped you, bounced you and generally confused the pants off you. The trouble is that even more ker-a-zee doesn't necessarily mean better. The basic level's here, but beyond this too much of the gameplay is left to chance and confusion. The new games are just too much to deal with strategically and you often find yourself playing the first level wishing for a little change, but not wanting to plunge into the madness of a level that is now so confusing that you dare not move because you'll die.

SIMON KIRRANE



That is a massive explosion, it shook my TV so hard when it happened on screen that it fell on the floor. It really did!

Simon, eh? Bless 'im. He don't know much, but he knows what he likes. Let's be honest, the man's a halfwit. A dunce. In the original Bomberman "you could race around at top speed, with ridiculously destructive bombs and scenery that warped you, bounced you and generally confused the pants off you' but the new, improved Super Bomber man 2 leaves too much to 'chance and confusion.' Yeah, right. It's almost as if this isn't an improved version of an almost perfect game, with the same level of variety, the chance to play some new levels and improved graphics. Which it is.

LES ELLIS

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
68	62	95	90	There are improvements and the one player game is now a real option, but the multi-player levels are too cluttered with bonkers bits that are best avoided. Should be better. SIMON
Still pretty basic but the new single player mode looks great now.	Simple and direct, they do the job well enough.	Despite my complaints this is immensely playable. One of the best game ideas ever to hit the console.	You now have the option to trek through the single player game as well as play with your mates for hours.	

JUDGEMENT 88%

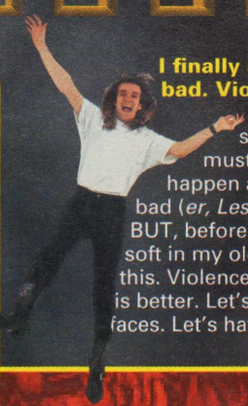
DOOM II

THE SATANIC VERSES

Make no mistake, *Doom 2* will upset the bible bashing god squad. Check out these nasty things that will have the programmers running for cover faster than Salman Rushdie.

- **A simple crucifixion made all the more gruesome by a splattering of blood where the head should be.**
- **Various pentacles appearing on doors and switches.**
- **The removal of the top of people's heads using a 12 gauge double barrelled super shotgun (I kid you not.)**
- **The ad campaign. Virgin promise us that it'll be worth waiting for.**

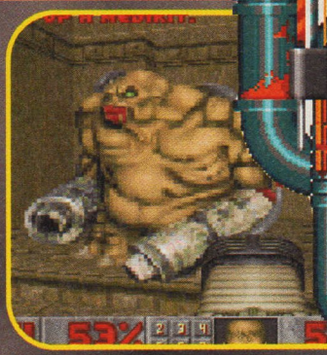
The wall is talking, I can hear it in my head telling me to use a chainsaw on Simon Kirrane.



I finally agree that violence is bad. Violence in games is even worse. It should all be stopped. It mustn't be allowed to happen anymore. Violence is bad (*er, Les are you okay?* – Tim). BUT, before you all think I'm going soft in my old age let me just say this. Violence is bad, more violence is better. Let's have chainsaws in faces. Let's have tortured people

Hang on, I was wrong. It was Tim telling me to do that. Do I take this geezer on with my bare hands or use that gun?

FOR - PC
FROM - id/VIRGIN
TEL - 081 960 2255
AVAILABLE - OUT NOW
PRICE - £50
STOP ■



OPTIONS - LOADS
DIFFICULTY - 5 SETTINGS
PLAYERS - ONE
SAVE GAME - YES
END ■

This *Doom* thing is rapidly becoming THE game of the nineties. I love all the grotesque first person super-violence as much as the next man, but *Doom 2* has two disappointments for me. 1) It's a lot more expensive than the original (in fact, about £45 more expensive, which is a hell of a mark-up by anyone's standards). 2) It's pretty similar. Point two is also a good thing, considering how great *Doom* is. **TIM TUCKER**

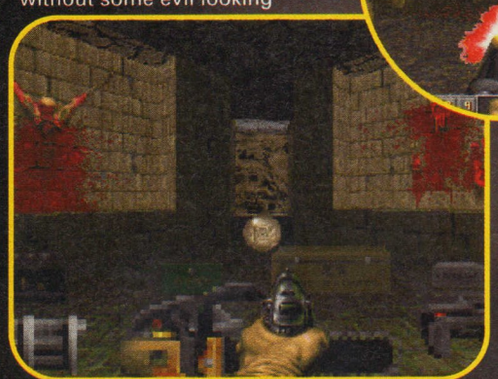
hanging from the walls, their faces bloody pulps of what they used to be. Let's have scary monsters rampaging through city streets looking for fresh meat.

THINK ONCE, THINK TWICE...

When *Doom 2* was announced everyone knew that the makers were going to go over the top on the gore and guts. Well, they have, and they've done it in style. Luckily though they have added a lot of enhancements over the original. A strong puzzle element sees you exploring levels thoroughly looking for keys and switches that will let you go further. The programmers have been cunning enough not to let this detract from the mindless shotgun in-your-face violence that made *Doom* great.

The graphics look pretty much the same as the first game, until you reach the city levels where they are like nothing you've ever seen. The backdrops are incredible, from the eerie clouds to the city skyline. It brought oohs from all of us. Of course the meat of *Doom* was the running around killing everything and in this respect the programmers have delivered big time. There are new weapons including the awesome super shotgun and the BFG (which stands for Big F... er maybe I won't say). Of course *Doom* wouldn't be *Doom* without some evil looking

monsters to whack out. *Doom 2* is heaving with these creatures and some of the artificial intelligence has been tweaked to make them that little bit smarter.



...THINK CHAINSAWS

Atmosphere is what *Doom 2* is all about. I can quite safely say that this is the first game that has literally made me jump out of my skin (it's in a pile around the bones of my feet now). Walk down an alleyway only to hear some weird alien scream coming from behind you. You turn to see what's there and see a shape moving round the corner. You go after it only to get attacked from behind by some floating demons head from hell. Total atmosphere. The sound effects are incredible, they totally immerse you into the whole *Doom* thang.

It's easily the most addictive thing I've ever played and when you play it via a network, so that two or more people can slug it out, it becomes a way of life. A new fangled interactive entertainment experience. Look, *Doom 2* is a buuurilliant, gory, gruesome alien-blasting, scum-sucking, spare-time consuming, demon of a game. Get it now.
LES ELLIS

GRAPHICS 84
Looks similar to the first game on the early levels but later on it's in a class of its own.

SOUNDS 97
The effects add unbelievable atmosphere to an already fabulous game.

GAMEPLAY 97
Can't be faulted here either. It appeals to that nasty side of you that no one sees.

LIFESPAN 99
Huge levels, loads of them, secret stuff to find plus you've got all those WADs.

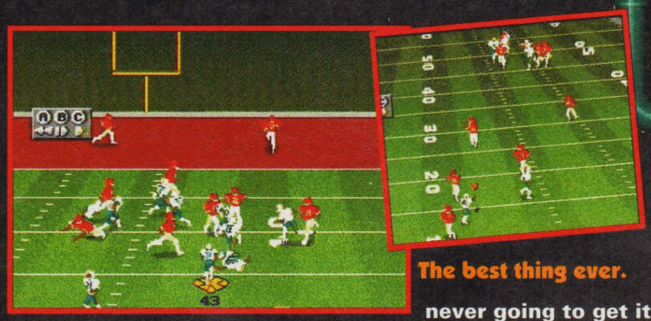
OVERALL

Buy *Doom 2* and immerse yourself in a world where your fantasies become real. It's just like being there. Incredible graphics and mind blowing sound effects make this the complete gaming experience. Buy it. LES ELLIS

JUDGEMENT 96

MADDEN '95

FOR - MEGA DRIVE
FROM - EA
TEL - 0753 549 442
AVAILABLE - NOV
PRICE - £44.99
STOP ■



The best thing ever.

So the weather's a bit colder, there's a lot more rain around, and it gets dark after about 2 O'Clock in the afternoon. But there's one great thing about these early winter months – the American Football season is back. Woo-hoo. The Dolphins are looking good, and Monday nights are cool again.

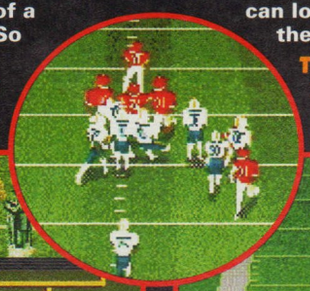
It's usually around now that EA release another *Madden* game. Now I'm a huge fan of *Madden Football*, but even I'll admit that five versions of a game is a tad over the top. So either you've already got it and you're happy with it, or you've never got it, you're never going to get it, and you've already moved on to the Batman review, right?

But wait, there's some new improvements. You must hear them. So listen. First off, an NFLPA licence. What this means is that all the players' names are included. You can be Dan Marino. You can be Emmitt Smith. You can be whoever you want, really. AND, you can look up all their statistics, substitute different players at all positions, and check on injury reports. It's top.

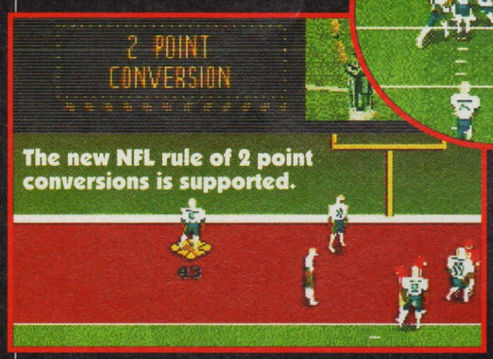
There's a new form of passing, too. You can choose to dispense with the traditional *Madden* windows, and go for a more open approach, whereby your receivers run up the field with a little letter by each of three recieving sprites. This is especially useful in short yardage passing situations, and allows a better view of the pressure comin' at your quarterback.

The sprites themselves are bigger and sharper looking, and there's a whole new range of defensive plays, which adds a bundle to your strategy. Otherwise, it's good old Madden all the way, and no bad thing for it. Buy it.

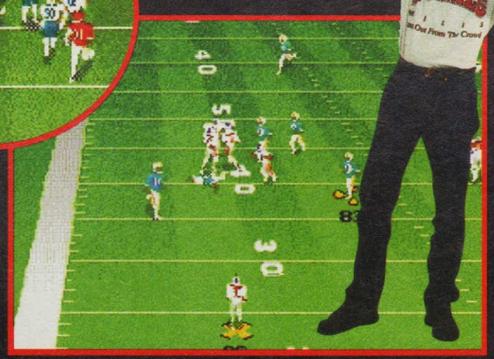
TIM TUCKER



The Chiefs crumble under the mighty Dolphins.



The new NFL rule of 2 point conversions is supported.



GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
86	75	94	93	
Better, tougher looking sprites, smoother animation, and nicer looking team logos.	Classic *Madden* tunes plus good head crunching sound effects. And John Madden's whining voice.	One of the very best sports games ever, and it really is even better again.	It'll last until *Madden '96* comes out. Which is fine by me.	*Madden*'s an annual event these days, and I'm happy with that. EA could just settle for new team statistics, but they're always happy to add new features and great ideas. TIM

JUDGEMENT 94%

RACE RIOT
NOV '94

Left: It's not all battlin' for Batbloke. He ponders too.

Right: He also pulls off a moody daydream.

FOR - SNES
FROM - KONAMI
TEL - 0895 853 0000
AVAILABLE - NOV
PRICE - £59.99
STOP ■

the adventures of BATMAN & ROBIN

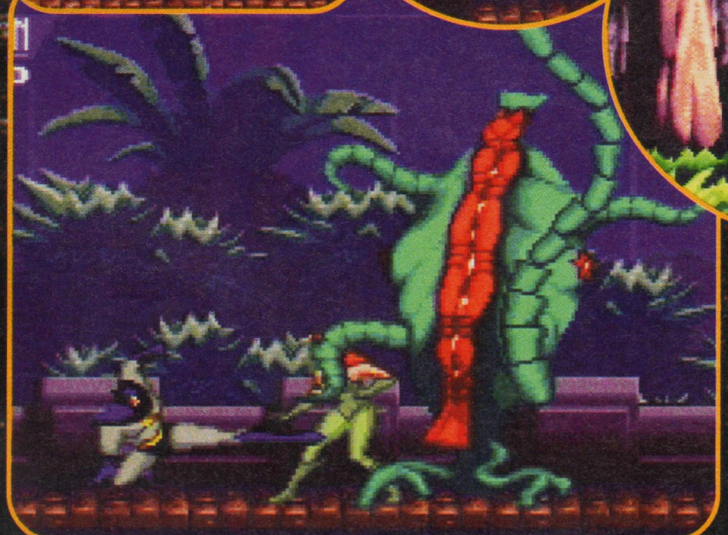
Batman and his pal Robin (so called because of his canoeing skills) are, despite the lies of reviewers, a skilled pair of men about town, who live in a cave (a bit) and solve crimes. Until, that is, they are put in a videogame. I tried to control the Batman and help hlm solve crime and put evil/malformed men behind bars – but I couldn't do it. He once got so thoroughly trounced that he stopped playing, raised his bloodied face to the screen and said, in a gritty, warbling, soprano pitch:

THE MAD BIT

"Here I am, one of the greatest superheroes of all time, one of the punniest not to say sartorially elegant (it's all Armani this stuff) goog guy and Tucker's gone and given the review to Kirrane. Great, say bonjour to two pages of rambling idiocy, a double page spread of lies, madness and non sequiters. Plus hours of his terrible gamesplay, where I'll get beaten to a bloody pulp by screen furniture. Oh yes, he'll run me into bad guys, leap off trees the wrong way, reach for the Batarang and fire the Batsmoke instead. He'll trudge over mines, sit on lethal plants, lean into machine gun fire, catch bombs, gulp down poison... uh oh, he's spotted me. He's looking around shamefaced, he's going to turn the TV off. Tim! Tim! Over here... " Then he popped up again. Staring at me on the off-turned TV (*the what?* – Les). "You're mad Kirraney, you're hallucinating. Ha Ha haaaa!" Then his face melted into that of a dog I didn't own, it licked my face and wagged its tail, "I am Anubis", it growled, "go out into the world and ki..."

He might be as mad as a pink Lambretta but The Joker's got a way with words.

Batman is fantastically well animated, engagingly atmospheric, and ties in so well with the show that you'd think you'd stumbled, brain first, into a time sachet and



Packed with action, Batperson battles against evil plantlife. Shrubs flee, bushes rustle, pansies quiver in their beds – with Batfella in a full on pruning frenzy no fauna is safe. Cheers Batman, you're doing a great job.

BATMANIA

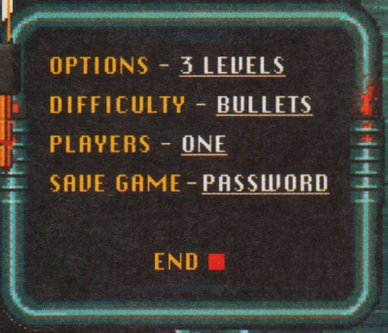
TOYS

In this part of the joker game you soon learn that toys are evil, they must be stopped. I used to have this Tin Drum. I used to play it all the time, it spoke to me it drove me...

Above: Vines are no test to our Batchap.

Right: A member of the public mugs Batgeezer.

He's lost it. He's gone this time. There's no bringing him back from this one. Kirrane is like Pluto, he's out there. He's flipped. He's been standing in front of the microwave for too long and those waves have gone to his head. That's my opinion. Batman, hmm, well apart from the fact he wears some well dodgy clothes (unlike the movie version who wears a totally rock costume) this is great. LES ELLIS



landed in bed during What's Up Doc. I did. What an embarrasing mess I made while screaming for my Sugary Milk Snacks™ around the office. There are loads of levels to battle through, each hosted by an arch villain with a different theme and backdrop. And forcing you to use different aspects of Rodentman's character and utility belt.

Right: Batdude hangs tough at the fair. Don't try this at home, even if you have a ride there.

HOW GREAT IS IT?

It's a great and stylish adventure that will have you playing over and over again, partly because it's so damn hard, but also because it compels you to play as a fairground hawker would compel you to "walk this way". Play it, you'll love it. Although £59.99 is too much for a SNES game.

SIMON KIRRANE

the adventures of BATMAN & ROBIN

GRAPHICS 90
Swishy capes and majestically sweeping swoops. just lovely.

SOUNDS 95
The soundtrack of the cartoon is very well represented here, as is everything else.

GAMEPLAY 87
It's like 'being' in the cartoon.

LIFESPAN 84
This will last as long as you do, and you'll play it for a while too.

OVERALL

Whether you're a fan of Batman or not,this will still have you begging for more. It's a very tough game to do well at, but there are a lot of goodies to help you through the game. SIMON

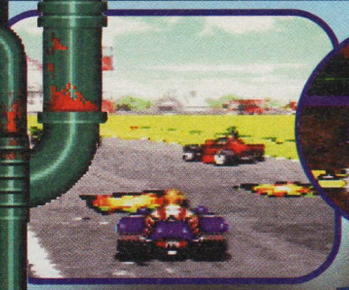
THE ROLLER COASTER
The perspective shift, from side on to front on, in this section – makes your head bleed, like a Beef tomato in a rusty blender.

THE TREE CLIMB
Swing as though you were a tree surgeon delivering fresh limbs. That's a pun, wordplay fans. Check out the mag for the better ones that are dotted about.

THE HOTEL SEARCH
Go up and down in the lift and open doors. Search like John Wayne in The Searchers, while he's looking for his neice.

CAR
Bags of mode 7 as the road bends like a slinky in a washing machine. And you get to shoot things.

JUDGEMENT 91



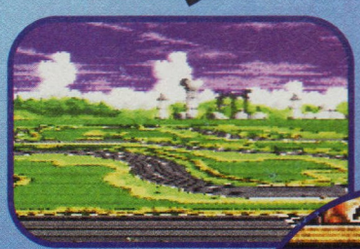
I get the feeling that this hand signal isn't in the Highway Code.

STREET RACER

With all the trouble in Formula One at the moment I reckon they should adopt the *Street Racer* approach. Get rid of those cheating bloody drivers for a start. Well, one cheating driver primarily but they could all do with getting the sack. A million a race indeed, pah. So let's get rid of them and replace them with a cast that are a cross between *Streetfighter* and the Wacky Racers. Then we can deal with this business with the cars. We can get rid of all those stupid cars with all their high technology bits of wood sellotaped underneath them. What we'll need are some souped up jaloppies that make the Beverly Hillbillies wagon look sleek and streamlined.

Which pretty much sums up *Street Racer*. Take the humour and weirdness of Wacky Races, throw in *Mario Kart*-style gameplay and *F-Zero* graphics and there it is in all its glory. If you combine great things then you can expect even greater things to come out, like, er, Michael Jackson and Lisa Marie Presley. Something great will come out of that, something great but very weird. Jesus, I've just realised. Maybe their affair has been going on for longer than everyone has thought and the result is Kirrane. There's no other explanation for his weirdness.

So you've got your stacks of tracks. Brighter and more varied colours than a suspiscious Sunday morning puddle outside the Chinese take away. But it doesn't stop there, no sirree. Up to four



Don't overtake skin-head Frank, he'll get his mates onto ya.

The latest change in the rules of Formula One – all cars must be fitted with lead cored baseball bats.

Driver: What's wrong with the engine?
RAC Man: You've got crap in the carburetter.
Driver: How often do I have to do that?

FOR - SNES
FROM - UBI SOFT
TEL - 081 343 9055
AVAILABLE - SEPT
PRICE - £44.99
STOP ■

WACKY RACES

Here they are. It may not be the likes of Schumacher, Mansell and Hill but these guys (and gals) are the toughest that you could find on the streets. They'd eat boy racers for breakfast and burn off company car drivers with a soft press of their accelerators and a subtle tap of their baseball bats. Meet the real wacky racers.

players can race against each other thanks to the incredible four way split screen. Sure, you can't see much (as you'll see from the screenshot there's only a few centimetres for each player) but that's almost irrelevant once the racing starts and that competitive edge creeps in.

It's even more competitive once you get into the rumble and soccer modes. Not only do you have fun mixing racing with extreme violence, you can also play football in your cars. Rumble is a simple case of ramming your mates off the circuit.

As far as racing games on the SNES go, you've got this, *Stunt Race FX* and *Mario Kart*. *Mario Kart*'s ancient and *Stunt Race* isn't as arcadey which leaves *Street Racer*. There are so many elements included in the game it will safely keep you coming back for more.

Street Racer is without a doubt a real technical achievement. Unbelievable graphics and lots of depth for a racing game all crammed onto an 8Meg cart, hence the lower price.

Yep, it's all been done before but never quite like this.

LES ELLIS

The four player mode is phenomenally fast, and violent.

Hang on, hang on. That's Mr E Honda from out of BEing in SF2.

Personally, I would have gone far more over the top than Les. Well actually, I did. Cartwheels, the lot. This is great fun, multi-player gameplay always is. Mr Mev Dinc, the plucky young Gallic programmer responsible for this masterpiece, is nearing god status in my eyes.

It's amazing how fast it is, for a start. Even in four-player mode it keeps the old pace up. The characters are wonderful, and the attack moves and special attacks add that special violent element so essential to good gameplay. This is the next stage for *Mario Kart* lovers.

TIM TUCKER

GRAPHICS

90

Incredible Mode 7 effects and some wild vehicles make this pleasing to the eye.

SOUNDS

78

An opportunity missed in the sound department. More effects would have been better.

GAMEPLAY

88

Lots to do apart from just hardcore racing and an incredible four player option.

LIFESPAN

85

With four players it'll never be the same race twice. There's more depth to this than any other racing game.

OVERALL

***Street Racer* is a pleasant surprise. It offers a lot of original features for a racing game and it's also a hell of a lot of fun to play, especially in multi player mode.**

LES

JUDGEMENT

84%

TINY TOON ACME ALL-STARS Adventures

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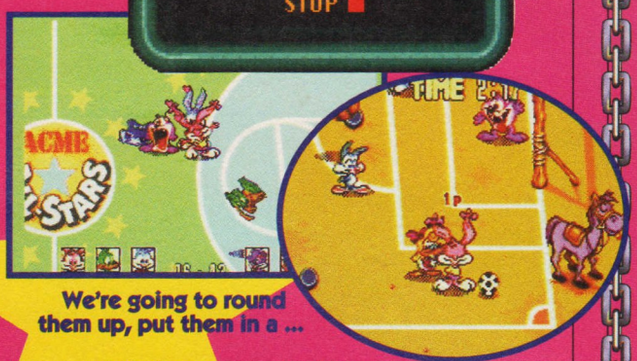
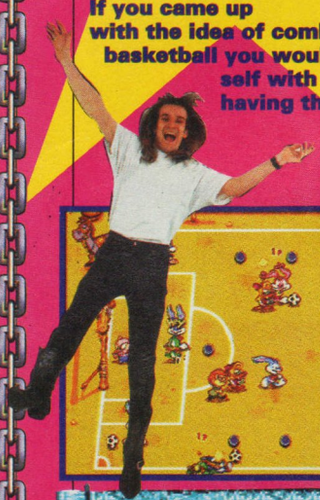
LITTLE KNOWN FACT NO.1 - OUR LISA IS IN FACT A TINY TOON, ALL SWEET AND CUTE AND CUDDLY.

The Cup Final it ain't but at least the fans get to scrap.



We're going to round them up, put them in a ...

If you came up with the idea of combining football and basketball you would be wetting yourself with the thought of having the likes of Shaquille O Neal going up against Vinnie Jones. Or maybe Cantona going head to head with Jordan would be what you came up with. How about a bunny rabbit going up against a Tazmanian devil? Sounds daft doesn't it? Could you imagine Cantona putting the boot into a rabbit (*oh yes* – all) or Shaq slam-dunking little Taz Jnr? Well that's what Konami think people want from a footie/basketie combo. It's just as well they've got the Tiny Toons licence to go with it or else this could have been a non-starter.



... field, and bomb the cute little b...(*er no* – Tim)

Let's face it, it's for kids really isn't it? No self respecting young adult would want to be found helping little bunny rabbits and other cute forest creatures too win games of football and basketball. If you want to play football, get *FIFA* (or a football). If you want to play Basketball, get *NBA Jam*. Putting the two together doesn't really work that well. The game plays well enough and the graphics are all very sweet and cuddly but there's very little sense of achievement. You win one game, then it's onto another with only some pretty naff one-offs to break up the monotony.

If you like a little more meat in your games then you'd be well advised to steer clear of this. While both the football and basketball are hardly technically demanding they are kind of fun to play in a childish way, but seeing as that's all there is, it's best to look elsewhere for real action. This tries to cover all the bases and pretty much fails. Sadly enough. LES ELLIS

GRAPHICS

79

Just how you'd imagine Tiny Toons playing footy and basketball in a cartoon would look like.

SOUND

73

Just how you'd imagine.... No, better stop that. Hardly ground breaking effects and music but hey, it's for the kids.

GAMEPLAY

70

Without the subtle technicalities of the respective sports included, it's dead easy to pick up and play.

LIFESPAN

62

Needs more to it to make it appeal to older players but it'll keep the little ones happy this Winter.

OVERALL

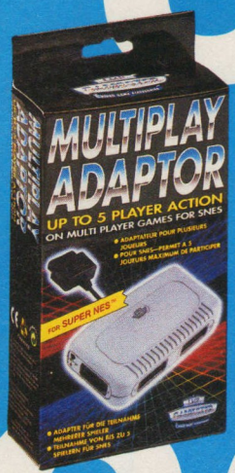
One last time, it's for kids really. As a kiddy's fun sports game it does the job with little to shout about. LES

JUDGEMENT 72%

MD6 — 6 Button Joypad Independent Auto and Turbo Fire

MD3 — 3 Button Joypad — Independent Auto and Turbo Fire

SHOT SCORE WIN



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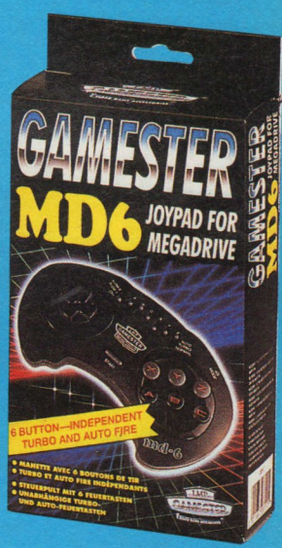

SN6 — 6 Button Joypad

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SUPER PLAY

ISSUE 25

NOVEMBER 1994

SKILLAGE

To paraphrase one of the greatest bands in the history of popular culture, we're on a railroad to nowhere. Unless, that is, you read our tips. It's all so obvious really.

MORTAL KOMBAT 2

You can't finish it unless you read these tips. Top combos, fighting procedures, and general all-round new ways to be violent. Your *Mortal Kombat* training starts here. I am the master and you are the pupil... (*oh shut up* – the Team).

P92

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

Tips Zone - GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW...

If they're any good, you'll win something. If they're crap, we'll pin them on the notice board and point them out to visitors to laugh at.

ACTION REPLAY CODES

The dictionary defines Action Replay as: "The rerunning of TV footage, usually sport, often at a reduced frame rate." This is wrong.

This is the correct definition.

P105

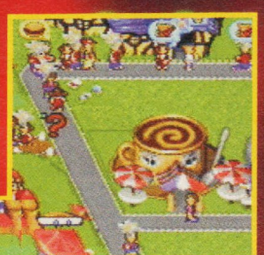
CONSOLETATION ZONE

The dictionary defines Consoletation Zone as: "That part of GamesMaster magazine that features tips and cheats." Which is spot on. Actually.

P107

THEME PARK

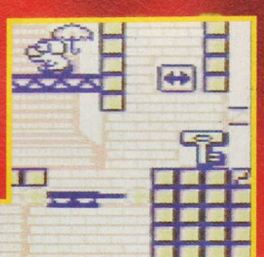
There's more to building your own theme park than you probably realise.



P96

DONKEY KONG

The old classic returns to the Game Boy, and it's just as tricky as always.



P99

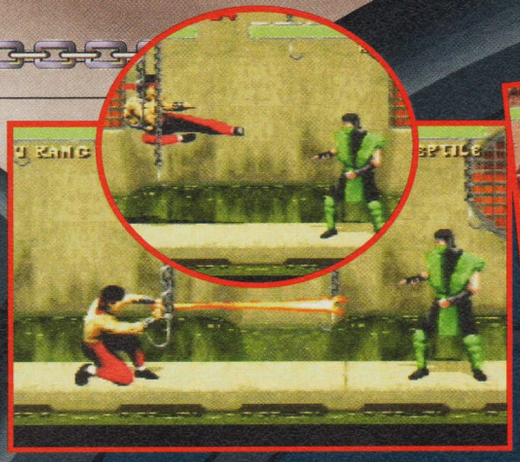
JUNGLE BOOK

It's a jungle out there, but we're on hand to help out. Taste our tips, and tremble.

P102

Endurance Competition

A bit of an exclusive this. Hold down the L and R buttons after you turn the power on. When the Acclaim logo appears, Shao Kahn and Kintaro come along and smash it to bits. If you continue to hold down the L and R buttons and press start on the title screen, you can now have an endurance competition with another player. Pick your four favourites and fight away. Your last standing character gets to use his death move.



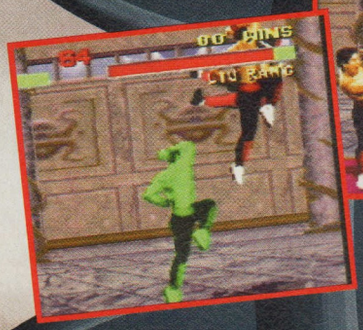
Liu Kang

Liu Kang hasn't changed much since his first time out in *Mortal Kombat*. If anything, he's a bit quicker and has now mastered the mid air fireball. The bicycle kick is a great move, as you can keep it constantly charged, ready for use should your opponent let his concentration slip.

To annoy opponents, keep using the Concorde kick while charging the bicycle kick. When they stand up to block, use the kick.

A second combination move is to jump in with a flying kick and keep tapping forward and hard punch for a fireball. Keep tapping forward and then hard kick to finish with a Concorde kick.

Johnny Cage

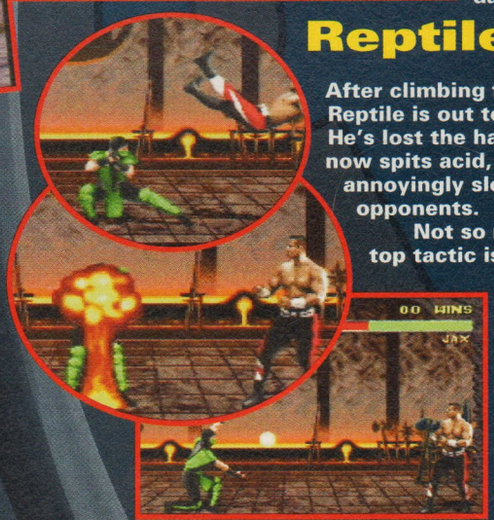


Johnny Cage has also been in training for *Mortal Kombat II*. As a result, he now boasts a high energy bolt which can knock aerial attacks out of the sky and a shadow punch which can be used on both ground and aerial based fighters. His package check is now much more effective, stunning opponents (quite understanably) for a few seconds.

Cage's graifyingly easy first combo is to catch your opponent with a package check and follow it up with a shadow uppercut.

If you've got your opponent cornered, a mean move is to uppercut them, then follow up with a shadow uppercut for some top extra damage.

Reptile

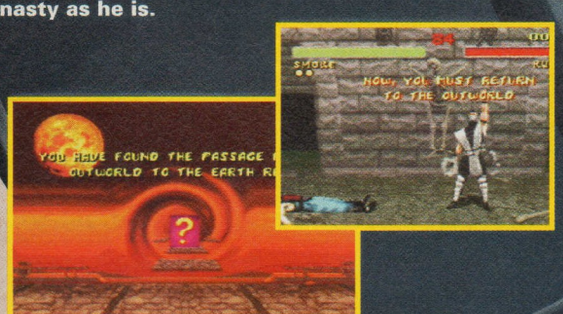


After climbing from the pit in *Mortal Kombat*, Reptile is out to try his luck with all-comers. He's lost the harpoon, kept the slide and now spits acid, turns invisible and uses an annoyingly slow force globe to fox his opponents.

Not so much a combo as a general top tactic is to turn invisible and jump away from your opponent. Now constantly spit acid until they duck, use a slide and then jump away again. Reptile's best combo by far, and one of the best and most reliable in the game, is to launch a force ball and get into jump range. When your opponent gets knocked forward, catch them with an uppercut.

Smoke

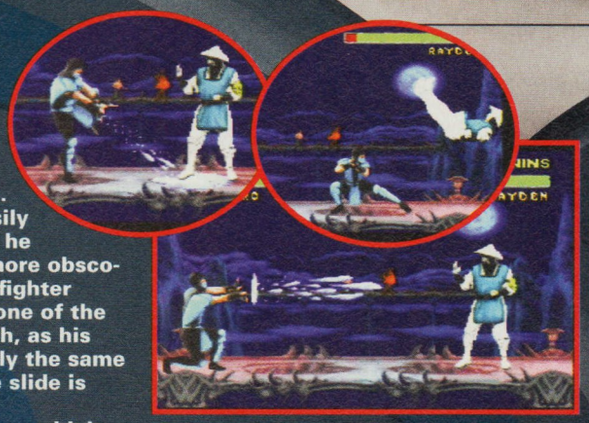
To get to Smoke use only uppercuts on the Portal stage. When good old Dan Forden pops up with his 'Toasty!!' message, press down and start to return to Goro's Lair. Defeating Smoke is not an easy task. He runs about at a very fast speed, and uses every dirty trick in the book (throws and flying kicks being two special favourites) plus the ability to use Scorpion's special moves. To beat him you'll need to be at least as cheap and nasty as he is.



MORTAL

YOU'VE ALREADY GOT ALL OF THE SECRET MOVES, SO NOW WE'LL SHOW YOU HOW TO PUT THEM TOGETHER TO BECOME A MORTAL MASTER.

Sub-Zero

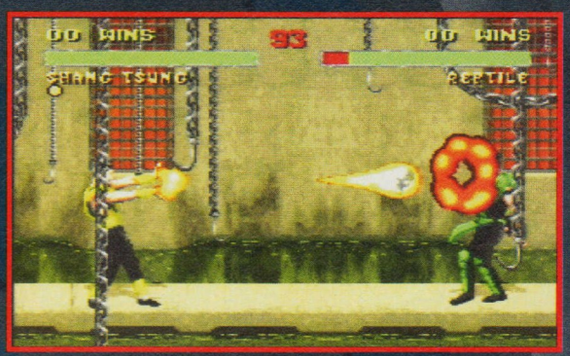


Strangely, Sub-Zero has only picked up one new move in *Mortal Kombat II*, putting him on a par with the equally neglected Guile. A nails geezer who was easily the best original character, he must now fight with ever more obscolete moves. Old time streetfighter players may find Sub-Zero one of the best characters to start with, as his special moves are practically the same as Ryu's to execute and the slide is simple enough.

Sub-zero has two combos which are easy to execute, but do a serious amount of damage. The first is a flying kick followed up by a slide attack.

The second combo is either the freeze or the ice puddle followed by a top class uppercut or roundhouse kick.

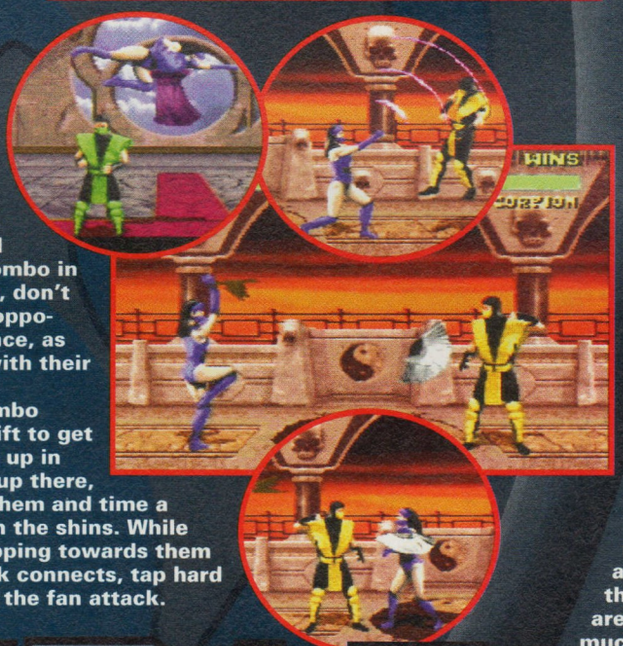
Shang-Tsung



Shang Tsung is the character that most Mortal Kombatants aspire to use once they have mastered all of the other characters. Apart from his fireballs and vicious death moves, Shang's only other special ability is to morph into the other fighters' bodies and use their moves. Clever lad he is.

Shang Tsung's only top tactic is to try to catch an opponent who is flying through the air with his triple fireball attack. The fireballs follow so closely that an opponent caught like this will bounce along the fireballs without being able to block any damage.

Kitana



Kitana and Mileena; they're not exactly the Minogue's are they? Good points aside, the two wimmin of *Mortal Kombat* are well nasty. Kitana uses a ninja fan to great advantage and also has the best combo in the game. As a rule, don't use the fan lift on opponents from a distance, as most will answer with their missile attack.

Kitana's top combo starts with the fan lift to get your opponent flying up in the air. While they're up there, jump up and towards them and time a flying kick to hit them in the shins. While you're doing this keep tapping towards them on the D-pad. Once the kick connects, tap hard and light punch to execute the fan attack.

Pit Fatalities

There are three more fatalities that all of the fighters may use, however these are only available on the following fight screens:

1. The Dead Pool
Hold down light punch and light kick, walk up to your hapless foe, crouch down and then press hard punch. This will send him up into the air and down into the green slime.

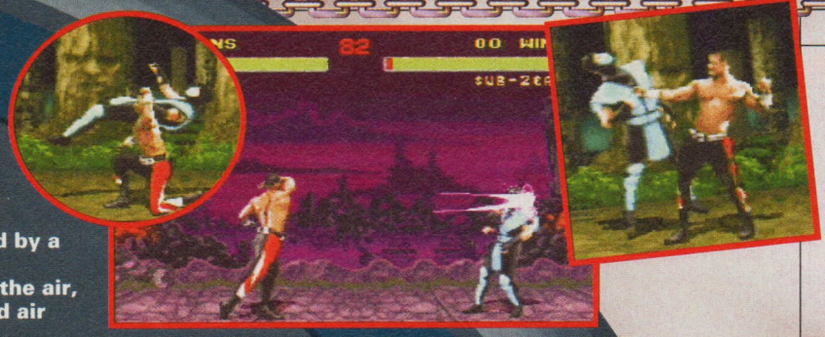
2. Kombat Tomb
Here, you have to use the pit fatality move which we printed in issue 16. Walk up and execute the move to send them flying up into the spikes.

3. The Pit II
Once again, this calls for you to use your pit fatality move. Walk up to your staggered opponent and execute the pit fatality.

Jade

To find the mysterious Jade, fight your way up the warrior mountain until you get to the round before the question mark. On this round, only use the low kick as an attack and don't use block at all. The best characters to get you through this round are Liu Kang and Raiden for the simple reason that they both have a special attack which they can use within these rules. If you win the round, you are transported to Jade. She's very much the same as Smoke in her tactics, except that she has Kitana's abilities and uses the fan at all times. To win, stay at a distance and use ranged weapons, being sure to block the fan attacks as they come. If you can beat her with uppercuts, then Sonya from *Mortal Kombat I* is your next opponent.

Jax

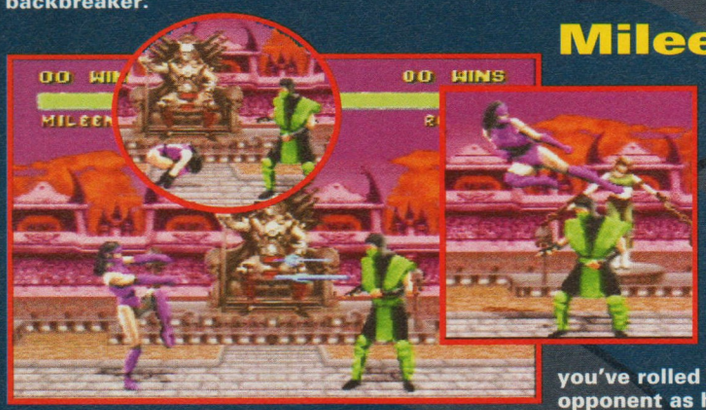


Rugged geezer Jax is out on his own in *Mortal Kombat*. He relies on brute force tactics so don't ever let him get too close to you or he'll punch your mind off. On top of all this, his throw can be continued. To do this, throw your opponent with light punch and then tap hard punch constantly for a severe bruising.

Top Jax combos include a rather nifty stun punch followed by a throw and the multiple slam combination.

If you and your opponent are flying towards each other in the air, try to catch them with a flying kick and then tap block for the mid air backbreaker.

Mileena



The second woman in the game, charged with keeping an eye on her sister Kitana, Mileena has a few harsh and annoying moves which can be used on unsuspecting foes for quite a while until they realise that a simple block will easily fend off all of her attacks.

Hold the hard punch button down and try a flying kick on your opponent. When it connects, wait until you land and then let go of the button to launch a Sai attack.

Mileena's best tactic is to execute a roll attack, tapping away while rolling towards your opponent. Once you've rolled past, tap light kick and you'll instantly teleport kick your opponent as he gets up.

Kung Lao

A descendant of the first ever Shaolin tournament winner, Kung Lao is also one of the good guys, who has the most exotic range of manoeuvres at his disposal. He is primarily a kick expert with the longest roundhouse range as well as a nifty diving kick attack which can annoy the hell out of your opponents. Kung Lao's shield is a strange special power which only really has any use against people trying to walk into you or punch you. It's good, but it doesn't last long enough.

A nifty little manoeuvre to master with Kung Lao is to catch your opponent with a flying kick while tapping away. As soon as you land, tap forwards and light punch to launch the hat attack.

Baraka

Possibly the most controversial figure as far as right-minded people are concerned, Baraka is the gruesome lieutenant of Shao Kahn's army. Loyalty to his master will only last until any meeting in the tournament where he hopes to defeat him and become the ruler of the outworld. At heart Baraka is just a good all-rounder with three top moves.

If you're backing your opponent towards a corner, jump towards them with a flying punch, while constantly tapping away from them. Hopefully, this will connect, followed by a blade fury, which you should now be able to activate by tapping the light punch button.

Scorpion

The long dead and massively vengeful geezer returns again on the trail of Sub-Zero. In his slumber he obviously chose to forsake the knitting practice in favour of a wicked leg sweep. The harpoon, one of the infamous moves of the original is still here, and it only takes three harpoon-uppercut combinations to defeat your opponent.

When flying towards your opponent, tap away, ready to hit light punch to catch them with the harpoon.

The best combo for Scorpion, and one of the best found so far, is to jump over your opponent with a reverse flying punch, then activate a teleport punch followed by a harpoon for some serious pain.

Raiden

Raiden's best combo ranks among the top five in the game. First, charge up your hard punch until you can use the electric attack. Once released, tap light punch and keep tapping away on the D-pad. Once the light punches connect, tap towards to execute a torpedo push.

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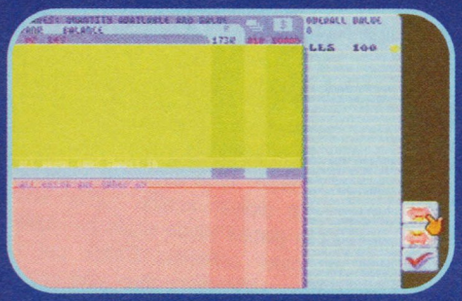
Just like Alton Towers, you have to queue for bloody hours just to get in.



Go to the stock market. Do they have that dodgy record stall there?

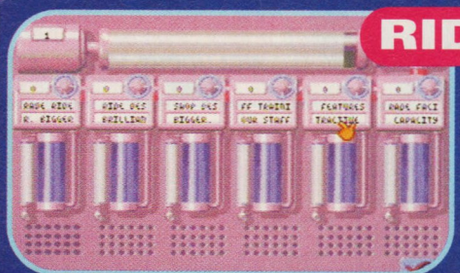
1. When you begin designing your wonderful park slow the game down to its slowest pace. This gives you the time you need to place your first rides.
2. Always put money towards new ride research. It's these rides that really pull the punters in. You'll also get that coveted Most Advanced Park reward.
3. When positioning rides allow space to move the entrances and exits.
4. Play the stock market but make it your first priority to buy your own shares. After reading this guide you'll have a fabulous park worth loads of money, your share price will rise and you'll get even richer. It also means you can't get taken over.
5. Directly relate ticket prices to the rides you have. If you build a new ride put your ticket prices up slightly. Your advisor will keep you informed.
6. Make sure you have enough spare cash to buy the new rides the very second they become available.
7. If you have a litter problem increase the price in your food stalls. Less people will buy and you can alter the price again when you have the problem under control.
8. Make sure that the queuing space is long enough. People don't like joining full queues.
9. Make any spare handymen you have work exclusively outside shops.
10. If you set out to buy two similar rides make sure that they're at opposite ends of the park.
11. If you're playing the full game make sure that all of your shops have stock on order. If you need to delay its arrival order more.
12. If you need a break make sure you pause the game. It's easy to leave *Theme Park* running unattended but there's always something waiting to go badly wrong.

If I said this ride were a storm in a tea cup would you notice the bad cliche? (*well I would* – Tim).

themePARK

THE SIM OF THE MOMENT IS JUST ABOUT TO GET A LITTLE EASIER. IF YOU NEED HELP GETTING YOUR PARK UP AND RUNNING, WALK THIS WAY...

RIDE ON TIME



The equation is simple; rides = punters and punters = money = have as many rides as you can. Put loads of money into research so that you can get a wider variety of quality rides sooner. These rides, like us, suffer with age and as they get older the time between breakdowns shortens. This is as good a time as any to consider selling the ride and replacing it with a new fangled upgraded version.

If you feel like a gamble when a ride is damaged and your mechanics are busy then you could slow the ride right down so that it deteriorates less until the mechanic can get to it. People could die, mind.

Wait for a new film and base a ride on it, just like Disney..

LAYOUT

If this was real all the rides would be miles apart, the queues would be huge and the paths would be like a maze.

Straight paths and all the rides close to each other. Now you know this is just a video game.

This is the most important factor of your new park and there are several factors to take into consideration.
1. Think about what the people will want and where they will want it. Put a balloon shop near the entrance so that people start to spend straight away. For some reason buying a worthless piece of rubber makes people happy.
2. If people are walking around then they're not spending money. Reduce the amount of time they have to spend walking from ride to ride. There are a couple of ways of doing this.
A. Lay a straight path and have your rides coming off either side of it. Put the entrance round the back and the exit back on the main path. A small queuing space will then link the ride to the path.
B. Stagger the rides so that the exit from one ride is directly opposite the entrance to another. This way the people will zig zag between the rides spending more money. Unfortunately, this method doesn't leave too much space for decorative features and people just don't like ugly parks.
3. If you want to ignore our advice and build some stupidly complex path system then remember that people aren't psychic. Put signposts at junctions so that people will know where to go. There's no point building a superb ride in your park if people don't know where it is.

Yeah, so what if it's ugly. So's Tim and people don't seem to mind. Maybe if he grew a bushy beard, or got a tattoo.

HIRE AND FIRE 'EM

Staff are an important factor. For a start you can destroy people's lives by firing them. Apparently, according to our Publisher, this is great fun. They also serve non-recreational purposes though.
1. Employ a handyman as soon as you start to build shops that leave litter.
2. Entertainers are vital. When rides are being repaired they keep people happy and when it's raining they will dish out free umbrellas for people.
3. Keep an eye on your handymen because they can get as confused as anyone by complex path systems and end up missing big chunks of the park. If this happens use the waypoints to navigate them.
4. Mechanics eat sandwiches for most of their careers. They will, however, get to a nearby ride before it blows up. If more than one ride is smoking, direct him to one and close the other one. Each mechanic can maintain three or four rides quite easily.
5. When thugs start appearing it's time to hire guards. They'll only escort thugs out of the park if they see them doing something nasty so keep them moving.

Get an army of guards. Then when the thugs start kicking in your sharkmen you can send them in like stormtroopers to deal out some justice.

TOTAL!
SMALL IS BEAUTIFUL!
Which is probably why the next issue of TOTAL! features exclusive reviews of the tantalisingly tiny Lemmings 2 and Micro Machines.
And if you also want a mag that's more tightly packed than Linford Christie's legendary lunchbox, look no further...
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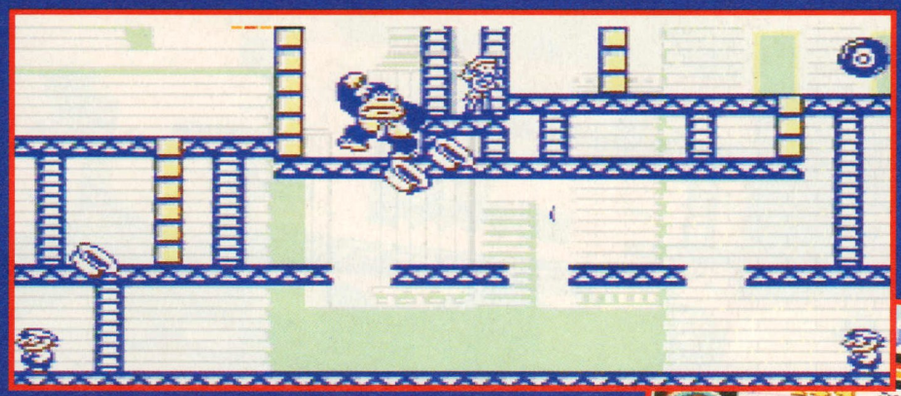
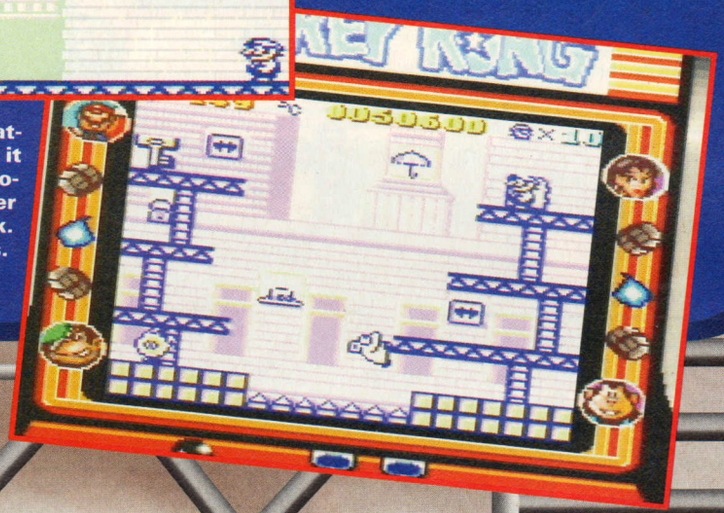
DONKEY KONG '94

LEVEL 1



1/4 Your first real face off with Kong himself. Jump when he does and go up ladders just after he does.

Avoid the debris, and climb onto the platform next to Daisy to scare him off.

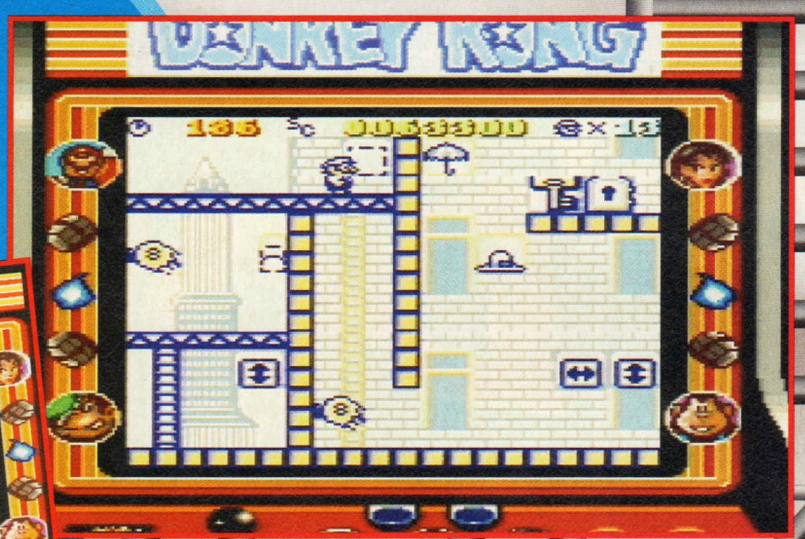


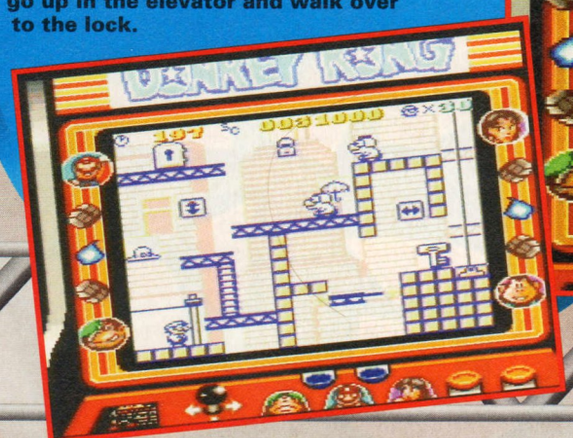
1/5 The first arrow bits. Get the extendable platform as you go down on the right and put it between the platform you find it on and the one opposite. Next go up the left, pick up the key, get the other arrows and put them between yourself and the lock. Now just walk across.

IT'S A BIT BIG. DONKEY KONG '94 THAT IS. SO WE'LL ONLY SHOW YOU HOW TO GET THROUGH THE LEVELS OF THE GAME THAT FOXED US. IN THE FIRST HALF OF THE GAME.

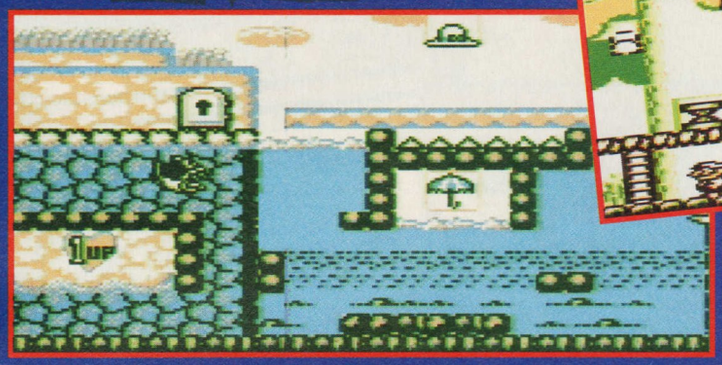
1/6 Put the first ladder directly next to the object. Get the one at the top and climb down. Next, get the platform and put it at the end of the solid blocks before you put the ladder up to it. Try to make sure the flame doesn't get trapped in the confined space above it.

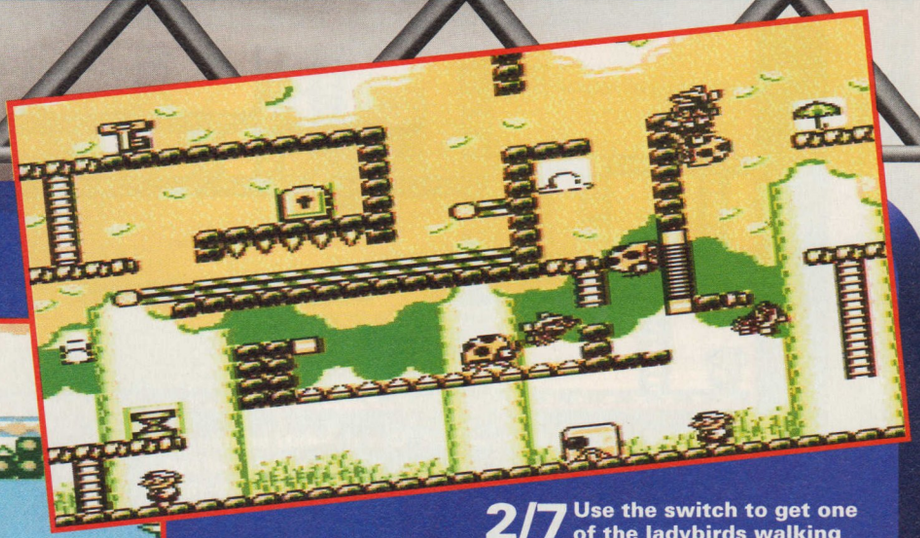
1/7 Put the first ladder under the girder and climb down. Cross over, get the platform by standing on the key and place it along the top of the screen. Get the key, go up in the elevator and walk over to the lock.





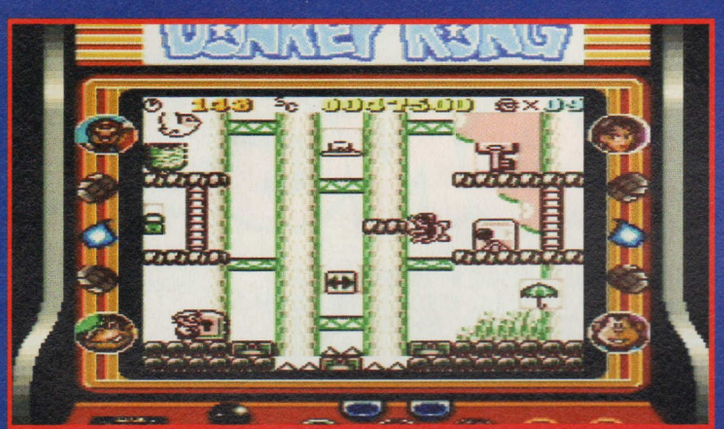
LEVEL 2



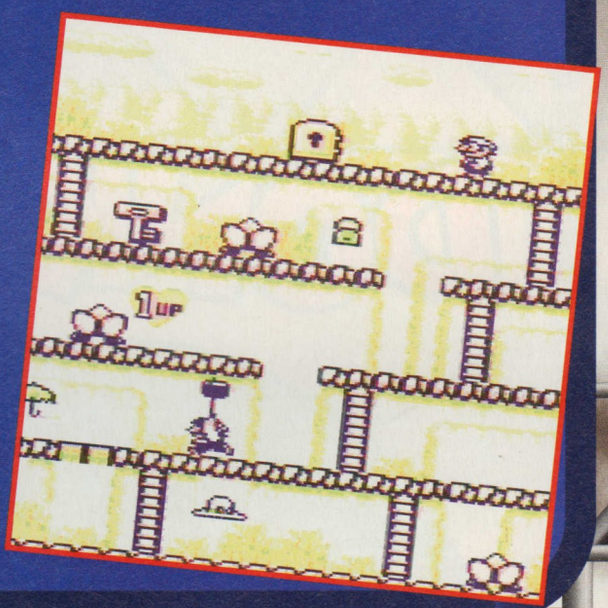


2/5 Drop down into the water, get the 1-up and swim right. Get the platform and place it next to the key. Jump up, pick it up and walk across.

2/7 Use the switch to get one of the ladybirds walking clockwise around the column to the right. Go up and along, jump on it and ride to the top. Jump off. Fall down to the conveyor belt, duck to get through, climb the ladder, pick up the key and go back to the belt. Throw the key to the right, duck and get ready to grab the key as soon as you're through. Jump right and you're gone.



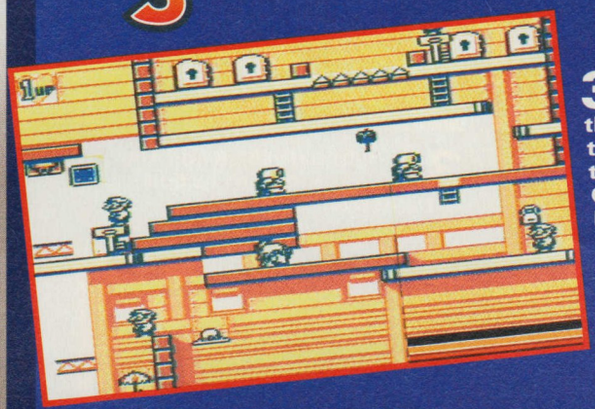
2/9 Get across to the switch, using the platform, flick the switch and make your way back across with the key. You can fall into the platform and use it to break your fall.



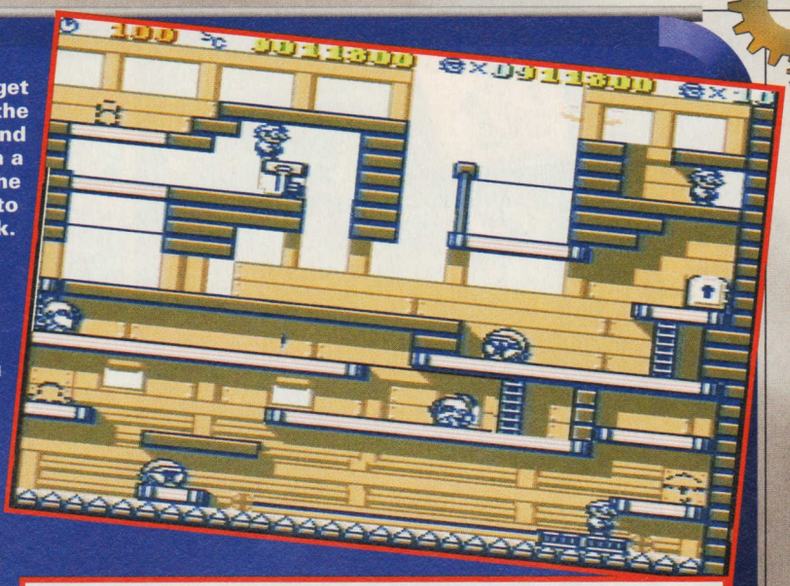
DONKEY KONG '94

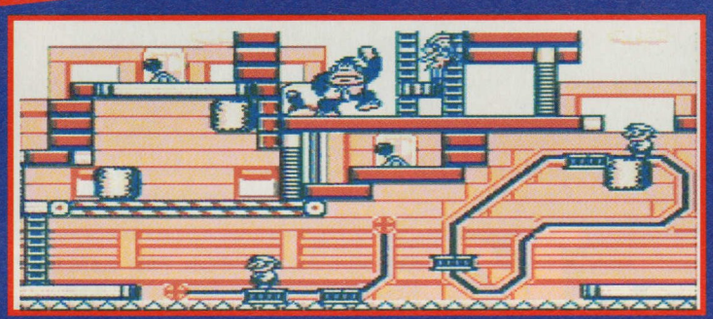
LEVEL 3

3/2 Go along the bottom to get the brolly, back up for the other bits and up to the right hand corner for an extra life. Perform a half speed spin from the line, for the key, and along to the lock.

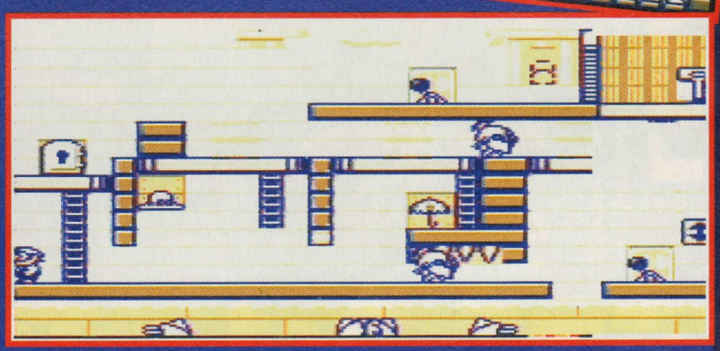


3/3 Duck and let the chargy thing push you to the right. Get on the lift, pick up the key, take it to the top and put it in the far left of the four locks.





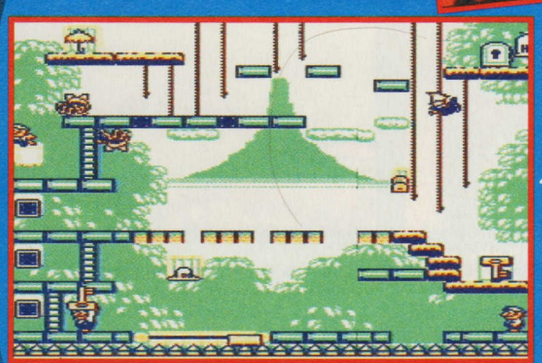
3/4 Jump on the rock as it goes up, to get on the moving platforms. Move to the left and up the side to the top corner. Flick the switch, go back down one level and across to the second switch. Now go back up to Daisy.



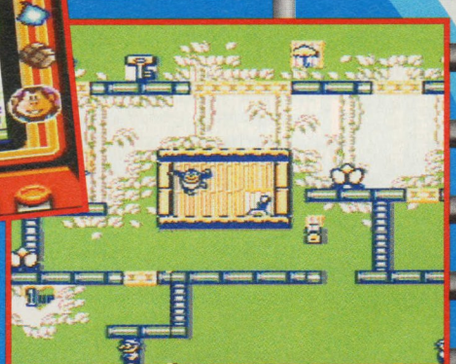
3/7 Use the switch at the top to get the bottom charger to fall down one level and go and wait by the spikes. Duck and let him push you through. Jump over the gap, flick the switch and put the ladder down. Climb up, get the key and walk left to the lock.

LEVEL 4

4/4 Watch the little monkey and his switch, to see where the jacks are going. Once you get to the top you should be alright.



4/6 Use the top block between the three small platforms to get the spiders trapped on the far one. Run across, get the key and get back, either along the bottom or over the top. Now throw the key up to the top rock platform, climb round using the vines and pick it up. Now just jump over to the the lock.



4/7 Go to the top right, wait for the monkey to turn the chains on and run across to get the key. Watch out for the ear thing on the left of this top platform.

The Jungle Book

OOH I WANNA BE LIKE YOU OOH OOH, I WANT TO WALK LIKE YOU, TALK LIKE YOU, THROW BANANAS AT YOU, EH? ER . . . HERE'S SOME TIPS. OOH.

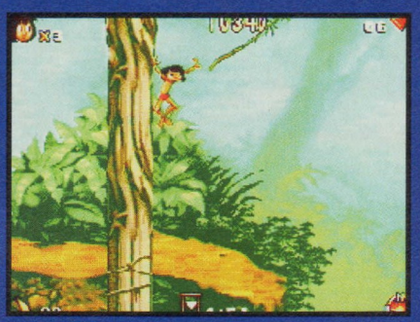
LEVEL ONE

The first level has you jumping about the jungle in search of your panther chum, Bagheera. The gems are all pretty easy to spot.

1 Start by heading right and jump on the wood to be catapulted skywards.

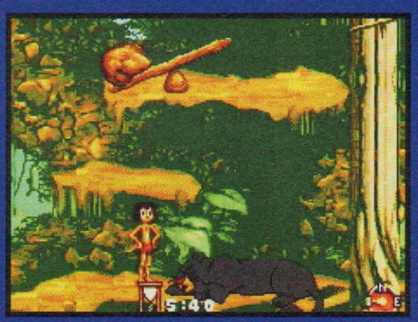
2 Head left from the top and you'll find a handy free life behind a tree.

3 Go right past the wood and jump up and right to find extra health.



4 Now head right, jump on this here vine and clamber up to the next platform.

5 Go up the solid vine and then right onto this vine to continue onwards and upwards.



6 Keep dropping all the way down and with at least 10 gems you can wake Bagheera.

LEVEL TWO

Level two takes you to the huge tree which you must climb before facing the evil snake Kaa. Again the gems are easy to spot.

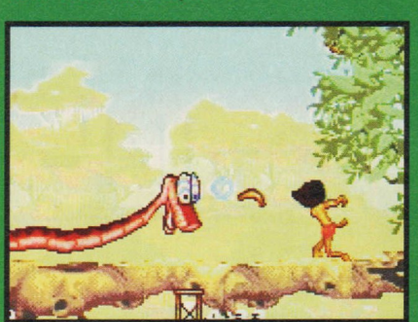
1 Inside the lowest part of the tree, jump about a bit to find some power ups.

2 Jump up and left and press up on the D-pad to travel further skywards.

3 Drop left and down and then right for some more goodies and the next exit.

4 From this second exit, jump up and right and continue all the way up the vines to find yourself a restart point.

5 Head left and jump all the way up the branches. Jump right here to find this rather special, yet secret entrance.

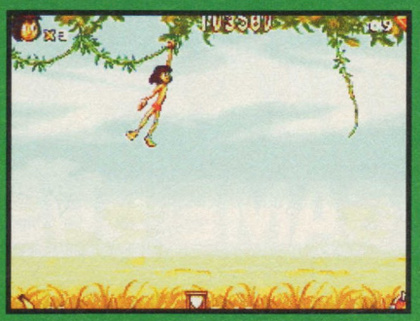


6 To defeat Kaa, switch to your main weapons and fire up when he's above you. Remember to duck when his eyes flash.

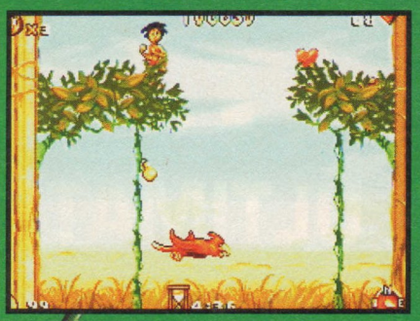
LEVEL THREE

The dawn patrol turns up to help as you continue your quest to find the man-village. Make a point of only riding tuskless elephants.

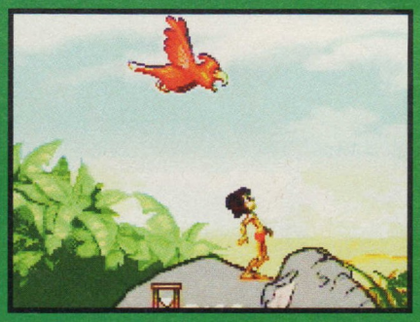
1 Instead of riding the elephants at the start, head left and up the vine to here.



2 Carry on up the tree, around the branches and swing across the vines.



3 Continue right along the tree branches and eventually you'll find this health icon.



4 Drop down from there and wait for the elephants to come along, then stay on for the ride.

5 In the last area, there's more than enough gems to collect before meeting Bagheera.

LEVEL FOUR

Continuing his quest, Mowgli must now venture down the river, with the help of the water folk, to meet up with Baloo who's having a bit of a kip.

1 From the start of the level resist the urge to go right, instead head all the way up.

2 Now drop to the left staying near to the side of the screen to find more power ups.

3 Next drop down and ride the turtle along the river. Make sure all of the nasties are out of the way

4 Now you have to jump along the floating stones. Be careful as they collapse under your weight.

Stay tuned to GamesMaster for more tips on jungle life next month. I bet you just can't wait can you? I don't really – bet that is.

5 After that little test of skill, head up the vines as far as you can go, jump up and go right.

6 Instead of riding the elephants at the start, check yourself and head left and up the vine.

7 Go right and down and head across the water once again, and you'll find another restart.

8 Now head down along the lowest level, and head right to here to catch the fruit that Baloo throws.

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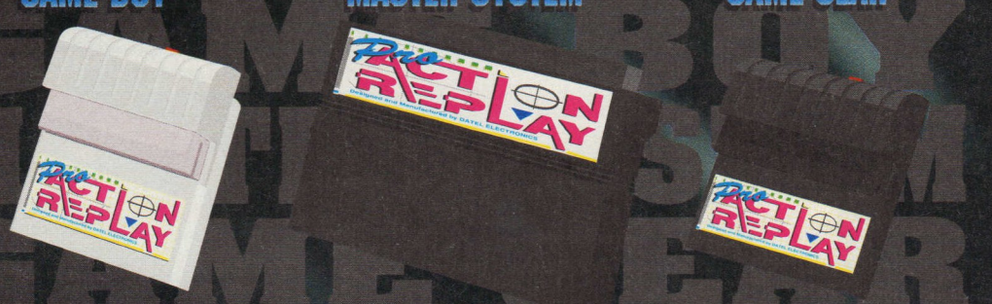

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Action Replay Codes

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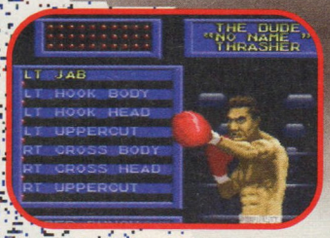
Snes



LEGENDS OF THE RING

7E05 AF0F	Infinite punch power for player one.
7E05 AD00	Player two has no punch power.

CHAOS ENGINE

7E00 901A	Infinite lives for player one.
7E00 921A	Same for player two.
7E40 FF06	Special powers for player one.
7E41 7406	Same for player two.
7E40 F041	Infinite vitality for player one.
7E41 6555	Same for player two.

DESERT FIGHTER

7E0B B806	Infinite fuel.
7E08 0620	Unlimited energy.

EQUINOX

7E1F 110C	All 12 tokens.
7E1D D001	Use with codes below to become invincible.
7E1F 2A04	
7E1F 2D00	
7E1F 9A00	

FLINTSTONES

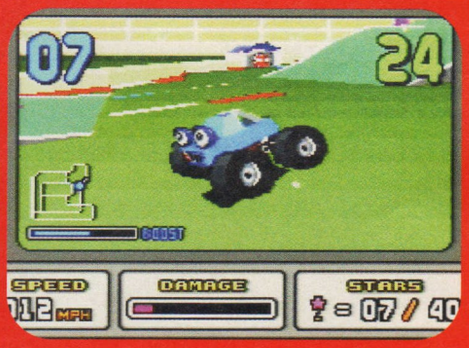
7E1C F203	Infinite lives.
7E1B 9402	Move until you switch the Replay off.
7E1C E802	Infinite energy.
7E1C CE1B	Freezes the timer.

F-ZERO

7E06 E3XX	Changes the colour of the pink car.

MORTAL KOMBAT

7E0D F200	Gives a new title screen.
7E1F FBFF	Skips Goro intro and starts the game quicker.
7E0D F200	Screen doesn't go black when you pause.
7E01 F814	Game Boy players.



STUNT RACE FX

0BAE 5680	Allows you to play the US version on any machine.
07E5 9A80	Unlimited time.
07DD C6B9	Always finish first.
0BC7 0D05	Select any car.
02DA 6DB9	Removes the wheels from cars.

SUPER METROID

7E09 A4AF	Use with code below to have full items from the start.
7E09 A5BF	
7E06 3D00	Use with code below to turn the music off.
7E06 4C01	
7E09 C002	Use with codes below for full energy tanks.
7E09 C2DB	
7E09 C305	
7E09 C4DB	
7E09 C505	
7E09 A910	Use with code below to have full beams from the start.
7E09 A80F	

SUPER R-TYPE

7E15 8F00	Invincibility for all enemies and gunfire.

Snes

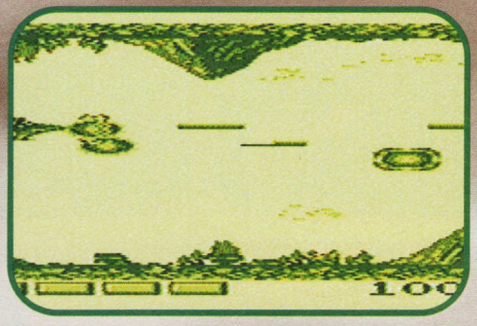
SUPER BOMBERMAN

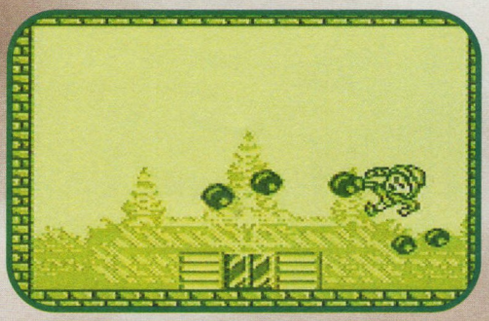
7E0D 7702	Player one is invincible.
7E0D B702	Player two is invincible.

SUPER STREET FIGHTER 2

7E00 F014	Double the speed.
7E18 4B0X	Stage select.
7E05 D002	Use with code below to finish the game after first round.
7E18 DB07	
7E05 F401	Total invincibility.

Gameboy





PANG

0105 5D0C	Infinite lives.

NEMESIS

0102 0BCE	Permanent double ghost.
0102 80C0	Infinite lives.
0103 00CE	Permanent top speed.
0103 0CCE	Permanent shields.

F-15 STRIKE EAGLE

040F 15C9	Infinite NAVs.
0418 2BC9	Infinite ECMs.
041E 14C9	Infinite SWDs.

REAL GHOSTBUSTERS

0106 3EC3	Infinite energy.
0203 D3C6	Infinite lives.
07D4 39C3	Infinite time.

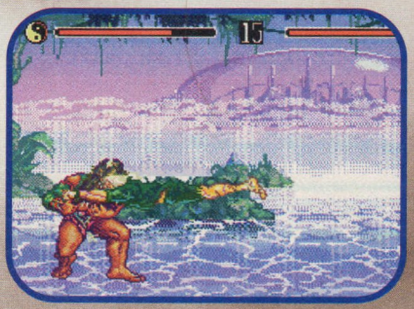
TALE SPIN

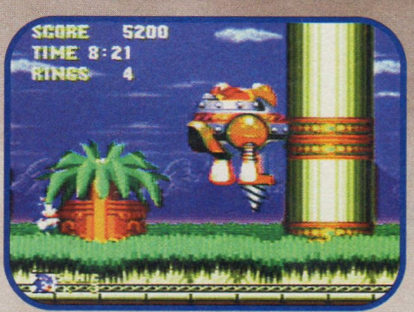
0103 AACD	Infinite energy.

THE FIDGETTS

0301 5EDF	Gives a flip screen game.

Mega drive





ART OF FIGHTING

0073D 24E71	Allows you to play the Jap version on any machine.
FF01F 50000	Removes the status bar from the screen.
FF02B 30009	Stops the time.
FF11B 2000X	Player one victories.
FF11B 3000X	Player two victories.

BARKLEY SHUT UP AND JAM

FFC8E 900XX	XX is the number of points to start with.

COSMIC SPACEHEAD

FFB1D 90004	Infinite lives.
FFB03 B0032	Infinite money.
FFB1E 80001	Float in the platform levels.

DAVIS CUP TENNIS

FF1FC 500XX	World rank, 01-FF.
FF083 C0004	Use with code below for an easy win.
FF005 B0001	

ETERNAL CHAMPIONS

FF977 50011	Opponent doesn't fight back.

MORTAL KOMBAT

FFAB2 D000X	Auto fatality for player one on both rounds.

NBA JAM

FF1E4 20008	Start with eight points and go up in tens every time you score.
FF3C4 90003	Infinite fire for left player.
FF3D6 90003	Same for right player.

PETE SAMPRAS TENNIS

FF021 90003	Player one starts with 40-0 in every game.
FF021 B000X	Player one starts with 0-5 games.
FF022 90000	The computer can't score.

SONIC SPINBALL

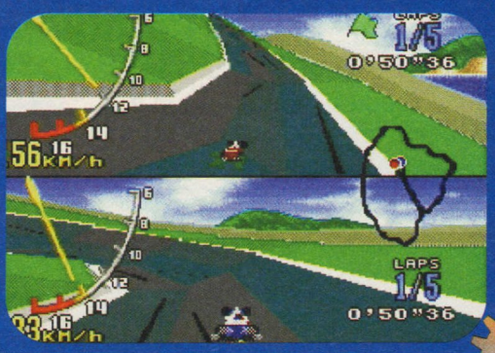
FFFED 80000	Sonic's invisible.
FF578 C0085	Already got the first emerald.

SONIC 3

FFF65 F0047	Sonic flashes colour.

VIRTUA RACING

FF908 D0000	No damage to the car.



CONSOLETATION ZONE

REMEMBER, IF YOU'RE STUCK SEND YOUR QUERIES TO: THE CONSOLETATION ZONE, GM MAGAZINE, 30 MONMOUTH ST, BATH, BA1 2BW.

SUPER NES

Dear GamesMaster
I'm totally crap at *Desert Strike*. Please could you give me some passwords for all the levels or something to keep me alive for a while longer. I may be pushing my luck but could I also have some cheats for *Bubsy the Bobcat* for the SNES? Thanks a lot.
Liam and Andrew Sizer.

That's right, take the easy way out, why not. All the level codes indeed. Try this code for ten extra lives, it'll keep you alive long enough to do things properly. BS9JS27. If that doesn't help you then the level codes would just make things worse. As for the loveable Bubsy, try these level codes. JSSCTS, LBLNRD, MSFCTS, SLJMBG, BTCLMD and STCJDH.

GamesMaster
Please could you help me on *The Secret of Mana*. I can't get past the Upper Land, in the Moogle Village. I walk the seasons from Spring to Winter round to Spring again and it says, "You did it from the right", and nothing happens. What am I doing wrong?
Jason Sutton, Blackpool.

It's all a question of clocks. If you go clockwise nothing will happen. You have to go anticlockwise. Do spring, summer, autumn, winter and then back to spring. This should have rather more spectacular results. Just for the record, we've done a huge solution to this game in issues 14 to 20 so dedicated GM readers should have them in your collection already.

Dear GamesMaster
I am a self-confessed SNES fan and I would really like you to answer these questions for me. Er, please.
1. Where can I find Ellie Satler's ID card?
2. How do I block the tunnel the raptors use to enter the Visitor's centre?
3. Where is the communications room?
Also are there any level selects or invulnerability cheats?
Neil Cooper, Liverpool.

Is that all? Why don't you try telling me which game you are actually playing? Using my incredible powers of deduction I've figured out that you're playing *Jurassic Park*. OK, listen up young man, together we'll crack this dinosaur of a game. Ellie Satler's card is on the ship. Go down to sub level three and use the computer to get level two security clearance. Now take the new lift down and Ellie's card will be sitting there waiting for you. As for your second question, well, you don't. Finally, there isn't a communications room as such. There is however a terminal in the Visitor's Centre on the first floor. Next time you write in, try to remember to tell me which game you're playing.

FLASHBACK FEVER

Dear GamesMaster
On level two of *Flashback* for the SNES I can't repair the generator. When I get there the only icon I have to put in is a small card counting backwards. Do you have to go somewhere to get something else because all I do when I use it is flash? Can you help me please?
Matthew Callvardine, Cardiff

I think you are going wrong in your positioning, young man. When you stand next to the terminal (which you think is a generator) you must in fact stand to the right of it. The second unit, yes I think that's the one. Now when you insert the card it will slot in and stop the countdown.

Dear GamesMaster
I am stuck on *Flashback* on the SNES. I can't even get past level one. Please help me 'cos I'm going crazy trying to do it. Level codes would be very, very nice. Much obliged.
Jamie Graham, London.

Well I could just give you the code for level two but if you're that bad at it then you won't get very far. So, being the all seeing generous demigod that I am here in the GM office (*Christ, he's getting out of control* – Tim) I'll give you what you want. Here are all the level codes you could ever need.. GSFM, PRHG, WNPQVX, NMRYL, SNTHN and KLZHT.

MEGA DRIVE

Dear GamesMaster
My friend just gave me *Bubsy the Bobcat*. I am totally stuck on it, that's why I am writing to you. Are there any cheats for it because I want to see the next level? I'm not bothered if it's a level skip or level select. Just as long as I've got one. It would be helping me a lot.
David Douthwaite, Wakefield.

You're not bothered eh? Any old cheats will do for you. Oh it must be nice to be so easily pleased. Try these level codes out my boy. JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DKBRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB and STCJDH. That little lot should put a smile on your face.

Dear GamesMaster
I bought *Jungle Strike* on the Mega Drive. I have played and played for hours on it but I can't get anywhere. Could you please give me all the level codes for it.
Gurdeep Shergill, Nuneaton.

Oh sure, nothing simpler. Why you kids can't do it properly, as in the hard way, by playing it, I don't know. Here's your codes. Now go away, quickly. RNCDYKBX6GC, 9V6FBTL6CD9, XT6CR9WNMCZ, VNMJ3746JKN, WSZKWPZF9TR, TMDTPFK3BVY, 7DGSD3BRWKY and N4SP3X7NLMS.

Dear GamesMaster
It's no good. I can't bloody do it. *Virtua Racing* that is. Could you please give me a few cheats. For instance, how do you get to the mirror mode and is there a cheat? Is there any way to stop the timer in a race? Are there any other cheats up your sleeve for *Virtua Racing*? Please help, I'm desperate.
Mark Wadey, Kent.

To get to the mirror mode all you have to do is come first on all three circuits and hold up and A on the course select screen. That's your lot I'm afraid.

Dear GamesMaster
I bought the game *Splatterhouse 3* a month ago, and I'm still having problems playing it. So would you please give me the codes for the levels , or for infinite lives? Please.
Hany Edward, Kuwait.

"Oh *Splatterhouse* is so gory", everyone moaned. Well compared to *Doom 2* it's nothing, you hear, nothing. Here's your level codes Hany. REIOSR, ETLBUD, TABRAE, ELPOEB and THENIX.

AMIGA

MORTAL MADNESS

I have recently bought *Mortal Kombat* for my Amiga 600. I can do the special moves and some death blows but I can't do Johnny Cage's, Rayden's or Scorpion's. Please can you tell me how to do them.
Ross Oke, Bude.

***Mortal Kombat* is ancient and still we get questions, which is why it gets its own little section this month. I suppose next month we'll get all the questions about *Mortal Kombat 2* so this may well stay a while. Right Ross, first off, did you know the name of the town you come from sounds a bit rude? Don't groan at that joke. I was the one who spotted that asteroid that hit Jupiter you know. No one would have noticed if it wasn't for me. (Ahem) Anyway, here's the moves you wanted.**

Johhny Cage's move is towards, towards, towards and fire. Rayden's (spelt with a Y if you please) is towards, away, away, away and fire when you're close to your opponent. Finally Scorpion's is down, down and fire when you're two inches away from your opponent.

Dear GamesMaster
I have had *Mortal Kombat* on the SNES for ages and I can do all the finishing moves apart from Rayden and Kano's, please help me. Also do you have any cheats for *Total Carnage* on the SNES?
Simon Mgarthy, Wimbledon.

Rayden = Forward, forward, forward, back, back and high punch.
Kano = Down, down towards, towards and low punch.
If you were sad enough to buy *Total Carnage* then suffer in silence. Happy wombling.

Dear GamesMaster
I am in dire need of help. I need to know how to do Scorpion's death move on *Mortal Kombat* for the Amiga. Could you please, please help me.
Carl Curry, South Wales.

Do you have a brother called chicken? Do you? Go on plese tell us yo do... Ah well, in answer to your question check out the answer to Ross Oke's question and you'll find the answer there. So that's look up, look left, look down and you've got it.

PC

INDIANA ER, ILLNESS?

Dear Charitable GamesMaster
We are having a heinous time in the catacombs under Venice in *Indiana Jones and The Last Crusade* on the IBM PC. We don't know how to negotiate our way:-
A) Through the pool of water with a wooden plug.
B) Past the grating with the rusty lock which leads to the casket.
Please (times 1000) help us. Suicide is the only other option.
Lee Giles, Bath

Oh wow, this I have got to see. The first videogame related suicide. Actually, put down the shotgun. If Judas priest can get sued for this I'm sure we can as well. Try this instead. Fill the bottle with water at the pool and use it on the torch.

Take the hook from the pirate's arm, pull the torch and follow the new passage to the dripping ceiling. Read the inscriptions you'll find across the bridge, cross back, pull the wooden plug and whip the plug out of the ceiling. Go back up to where you filled the bottle, and the pool will have emptied. Search for the room with the three pictures on the wall, consulting the diary, for the configuration to move them into, but before you go through the door, head back the way you came to the room with the machine and use it to lower the drawbridge. Cross the bridge and go through the tomb to the room of skulls. The highest note in the diary represents the skull with the highest tone – play the tune on the skulls to enter the knight's tomb.

Take a peek inside the knight's casket, walk to the grate, pull the old rusty lock and exit the sewers through the man hole cover. Easier than the shotgun mate.

PC

MONKEY ISLAND MANIA

Dear GamesMaster
I've just obtained a copy of *Monkey Island* 2 for my PC but I'm stuck on level two where I've collected three parts of the map and need to get the final part, presumably on the small island off Phatt island (in the house on the beach). How do I get to it?
Gwen Morgan, Hull.

Just obtained a copy huh? Sounds like a pirate to me. What a coincidence, a pirate playing a game about pirates. Your question is easy (God I'm good). It's located in the cottage off the northwest coast of Phatt Island. Go to the shop on Booty Island and buy the sign. Hang the empty bag of parrot chow in its place. This will distract the parrot and allow you to buy the mirror. Go outside and get a leaflet from the fair Captain Kate. Use this on the Wanted poster on Phatt Island to get Kate arrested. Sail to Scabb Island and enter the bar. Use the banana from the jail on the metronome and hypnotise JoJo the piano-playing monkey. Pick him up and sail to Booty Island where you should pick up the telescope at the Big Tree. Return to Phatt Island, take the envelope from the jail, open it to reveal the near-grog and release Kate using the small key. Go to the waterfall and climb the path to the top. Use JoJo on the pump (a 'monkey wrench') and go through the tunnel under the waterfall to get to the cottage. Challenge Rum Rogers to a drinking contest but tip your drink into the tree when he gives it to you. Fill up your mug with Kate's near-grog. When your opponent collapses, use the mirror in the frame, open the shutters and go outside. Use the telescope on the grotesque statue and the beam of light will enter the cottage, strike the mirror and hit one of the bricks on the left-hand wall. Go back inside and push this brick. This will send you crashing through the trap door into a room where the second map piece is hiding.

Dear GamesMaster
I need your help on *Monkey Island* for the Amiga. Please can you get me past part one. I've beaten the Sword Master but I can't get the Idol of Many Hands and I can't find the treasure anywhere on the island. I just need your help on finishing part one, just this once.
Omair Mirza, Scotland.

Much as I hate to say it, I am great at this. Talk to the storekeeper and ask him for a breath mint. Then go back to the jail and give the mint to the prisoner. Ask him if he has a file, then give him the gopher repellent. He will then give you a cake. Open the cake, and inside you will find a file. Leave the jail, and go back to the Governor's mansion. Once inside walk over to the gaping hole. Once again a bizarre sequence of events will unfold, leaving you in possession of the fabulous idol.

Dear GamesMaster
I have recently bought *Monkey Island* for the Amiga. It's good but I am having problems with one of the three trials where you have to take the Idol of Many Hands from the Governor's Mansion. Can you please tell me how to get past the dogs to the Idol.
Ben Pearman, Solihull.

I'm so great I don't need to tell you the answer and you'll still know how to do it. How? Easy, just check the answer to Omair's question.

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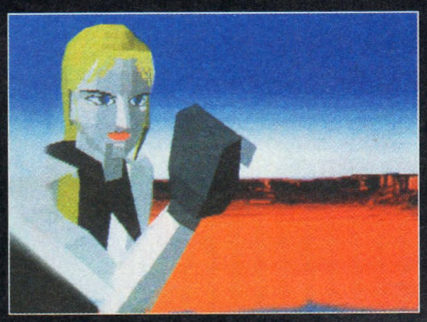

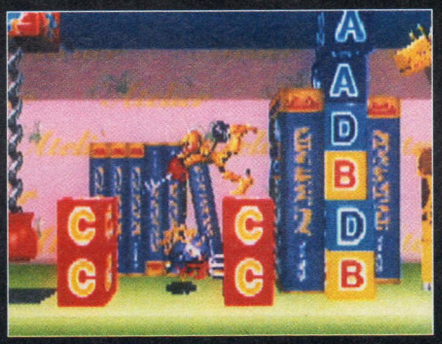

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LETTERS

WE'RE LONELY. WE'RE SAD. HELP US BY VENTING YOUR SPLEEN, OR WHATEVER, TOWARDS: LETTERS, GAMESMASTER MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH, AVON, BA1 2BW. YOU KNOW YOU WANT TO.

LENNON'S SHADES AND A COAT HANGER

It's me again, him with the drawings and the crap letter. Look I apologise profusely about the letter but I was feeling melancholy at the thought of YS. May it rest in peace.

I'm feeling great now because I've invested in a pair of purple sunglasses. They're great. Everything's really lovely and happy when seen through a purple filter.

Reading this month's top notch issue I can see you're a bunch of miserable gits. Here's a burrilliant way to relax. Find a field (preferably daisy filled) on a sunny day. Now, take your girlfriend and lie side by side, looking at the clouds. To add to the ambience, drink some Ribena (strawberry flavour is the best). All that done, do what you wish (but make sure no one sees you).

Lil and Ford eh? Eh!? Or should I say Lil and Charlotte? Actually Charlotte is a deeply sassy name. Mmmm, Charlotte, yeah . . . Ford, yeah. . .

Erm, here's a poem.

Kirrane you're not mad.
You're sad,
Deeply.
You think your stubble's cool
It makes you look a fool
You're so stup-ade
You make me wish Ade
Was back.
Nearly.

Hope you liked the letter and the drawings. And the poem.

Bye guys, more next month, or sooner.

Yours
NICOL HAY
LIVINGSTON

"I've got pork chops for tea"

P.S Who is Lisa?
P.P.S. I've done a drawing for each member of the team. They are:
Tim – Lennon's shades and a coat hanger
Les – A demon in a dress and a bemused expression
Marcus – A pin and Mr No-body, Mrs No-body and the little No-bodys
Kirrane – A man made of Ballz and his watch
Marie – A rabbit and a free marmite voucher
Barnes – A badly drawn milking stool and a pair of legs wearing long boots and nothing else (*this is getting bizarre* – Simon B)
P.P. (this is ridiculous) .P.S. I've forgotten
P.P.P.P.S. I remembered! Say hello to Ford from me the next time she phones.

It's encouraging to see signs of imagination and creativity in our readers. Your pictures are stupendously badly drawn, mind, although respect is due for the strange subject matter. They demand commentary, such as "why the bemused expression?" and "a badly drawn milking stool is often better than a well drawn bean bag." Yes.

Who's Lisa? Why, Lisa is our new Deputy Art Editor, and she's a lovely young swinger from Bristol. Her favourite fruit is the banana, and she loves water skiing, bowling, Mah-Jong and visiting places that *aren't* historically interesting. She also enjoys fan mail, so come on guys... you know the score.

I'm sure that Ford would love to hear that she too is now receiving fan mail and we'll let her know. (*Could I point out here that I've had enough death threats now?* – Simon K). (*No* – All).

That looks a bit expensive.

BAD LUCK BOB

After reading your magazine I noticed you wanting amusing anecdotes about friends and offering a prize for the funny ones. Well here goes...

My school had an activities week and my friend went to France. When they went to Eurodisney for the day they got their hands stamped so they could get back in later. Well, my friend (who shall remain anonymous) chewed his ticket and somehow mislaid it. So Eurodisney wouldn't let him back in, and he had to sit in the coach for 5 hours by himself while everyone else had fun! HA HA HA HA! (*That's terrible* – Tim). When they later went to a massive bomb crater, he tripped, fell down a 90 degree drop, grabbed a thorn bush, cut his hand, and fell all the way to the bottom. (*That's awful* – Tim). So it's no wonder that he's called Bad Luck Bob.

If this made you chuckle, and you want to send me a prize (since I'm probably the only one who bothered to send an anecdote in) then you could send me *Super Street Fighter 2* or *Theme Park* on the Amiga.
STEVEN BAIRD
NORTHUMBERLAND

Now look, no one likes a good laugh at the misfortunes of others more than me (*I do* – Simon K), but surely this should be tempered with some genuine sympathy. Something like this: (The music that was played behind Our Tune strikes up.) Young, er, Steven Baird's mate, was a desperate man, a lonely man, a man destroyed by the injustices of a theme park in France... (*oh stop this, let's get on with laughing at the idiot* – Simon K). Ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha – the team.

BILL COSBY IN MORTAL KOMBAT 3

Name the game and win a prize. Not really.

Yeah, hello and all that. I'm Keith Floyd, well known TV cook, astronaut and large packaging industry. After getting back from Italy, I was so bored I watched "All Night Long", that hilarious bakery-based sit com on TV. Ha ha. It's crap that programme, isn't it? Not as good as the Cosby Show. The Cosby bleeding vomit-inducing niceness provoking show. (*Is this going anywhere?* – Tim). How about Bill Cosby as a character in *Mortal Kombat 3*? Any death moves on him could be in close up and slow motion. And FMV.

(To be read in Yorkshire accent): "In't funny how all these official Nintendo mags suddenly find all these Game Boy games to review now the Super Game Boy's out, after claiming they only released half a game for it every month. Oh, is there only one official Nintendo mag? Eeh by 'ecky thump."

Any chance of *Theme Park* for the Amiga 600? No? Anyway, in response to Ford and Godzilla's letter, my wind-up monkey, Lucifer, wishes to make a comment on his favourite Monty Python sketch: "Zzt kik thud Zzt Zzt kik thud Zz... crash!" Before falling to his death, Lucifer said (roughly translated): "Yeah? Well, you know that one with the penguin on top of the telly, and one of them goes 'What's on the telly then?' and then, ha, one goes, ha ha, 'Looks like a penguin', and they go on and on, and then that bl – AAAGH!" (Thud). Well, thank you Lucifer.

I'd like to complain about the *MK2* compo, 'cos the winner was better than me at drawing. Git git git git git git. Skillage, top, git and everything, git, best thing ever, incredibull, erm, git!

Bring back Andy, print some more Lil and Ford stuff, and be happy. May the seed of your loin be fruitful in the belly of your woman (from the Young Ones).

JAMIE
BRIGHTON

Anybody else got an amusing fictional pet that they believe talks to them all the time? Send in your stories – the best ones may well win five pounds. (*Well I...* – Simon K). All employees of GamesMaster Magazine called Simon K are exempt from this. Idiot.

FRENCH LETTER

I'll get straight to the point later (*that's not getting straight to the point then, is it?* – Tim). But first I'd like to say that I bought your magazine for the first time in September. It was actually an accident, and even though you don't care, this is why I got it: I'm here on vacation (*he means holiday* – Tim) from France (I'm not French), and I wanted to get a mag about PC games. On the front of your mag it says "Sega! Nintendo! Amiga! PC! 3D0! Jaguar!" I chose yours because it had a plastic wrap, and since it was raining (as always in this country)...

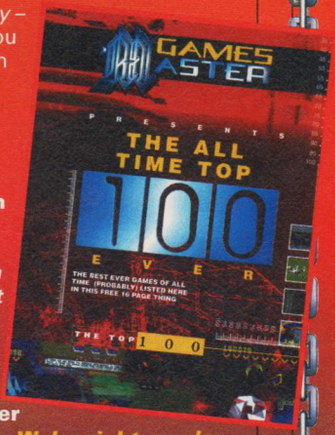
"Ouch!", "oof!", etc . . . er, yesterday.

Anyway, the first thing I noticed was the enormous percentage of space the PC games took up (*he's being sarcastic* – Tim). But don't worry about me, because I also own a Mega Drive, and found your top 100 fascinating. Now to the point of this letter: I disagree with you. I don't mean the 87th game should be in the 85th position, or the 17th game is too highly rated, but your approach is wrong – you've forgotten PC games. I can understand your best 2 games, *MK2* and *SSF2* are great games, but where's *Ultima VIII*, *Civilisation*, *Dune 2*, *Lands of Lore*, *X-Wing*, *TIE Fighter*, *Beneath a Steel Sky*, *Day of the Tentacle*? Don't tell me *Plok* is better than those games. Where is *Sonic 2*? (*it's too easy* – Tim)? Where is *NBA Jam*? (*number 29, you clot* – Tim). I will conclude this paragraph by saying that you are judging the best games on consoles, with the most famous PC games stuck in appropriate places.

Of course, I haven't played every single game in the world, like some people who are paid to play with the best hardware and software in the world (*that's a good point* – Tim), while we work our butts off to buy one game, which we can only play while our parents are out. Well actually, the game buying isn't quite true for the PC since... er... nothing. (*Not funny* – Tim). Anyway, if you want to send me an insulting answer, please do.

ANONYMOUS
THOIRY, FRANCE

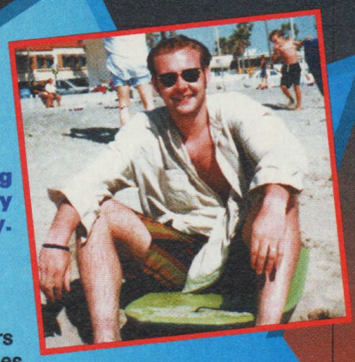
Beneath a Steel Sky, In a Nice Garden.



We're right, you're wrong. OK?

So you're not French then. So how come you live in France, eh? (*That's a bit of a stupid question isn't it?* – The Millions Of Expatriates The World Over Who've All Got Tans And Good Jobs And Lower Taxes And Won't Be Coming Back To Blighty Despite The Fact That We Still Vote In British Elections Ha Ha Ha Ha). Er, bit political there, anyway as we said in the supplement, this is our opinion and what we say counts. The games you mention are all good games, but we think that our chart's better, simple as that. And *Plok* is bloody good, actually. Anybody else got a problem?

DOUBLE D'D VOICE OF DOOM



Dom looking decidedly dodgy.

You're probably getting a tad bored reading letters from the same person all the time when you have "work" to do (getting paid to visit arcades and play *Ridge Racer* all day, that constitutes employment in Bath, does it? I bet you must loathe getting up for work each morning). So, I'll keep it concise. (*There's a good lad* – Tim).

Ooh, the Double D'd voice of videogaming (that's Dom, not the GamesMistress) in "Beat-em-ups/Platformers are boring" shocker. (*He's referring to Dom wee rant in issue 20* – The Fact Man). He's changed. Once the chirpy Scot ruling the games scene, now a cynical shell of a man, pitifully trying to emulate his heroes, the Manics (I think we agree that the last great music act out of Wales was Shakin' Stevens) by being all miserable.

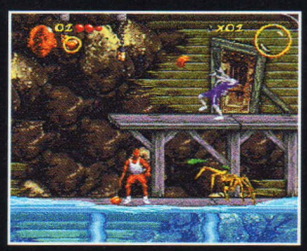
Why is it that other mags give away stuff for "top" letters and you don't? Do you believe readers are unimpressed by petty rewards and just want a great mag, or are you simply tight fisted gits? I suggest that for the best letter (one that contains any of the following phrases: C&VG is crap/I'm writing to complain/Yours sincerely, James Francis) you give away, er, a 486 PC, or a subscription. For the worst letter (any that contain the following: Which is better/I bet you're too scared/"Be" Goro) I think a parcel of razorblades will do.

Oh no. My Quaxellian Life-Orb is waning, I must leave your planet. Farewell. Oh and that bit up there was false: Welcome back He Who Wear Crap Jacket and may your buffalo be plentiful. Ah, and any chance of a signed piccy?

JAMES "BOOGIE" FRANCIS
RHONDDA

You want a prize and you start off by slagging Dom? OK, so you took it back, but dream on. As it happens, we do give prizes for good letters, or anyone who spots our Simpsons' quotes, it's just that there haven't been many of late. They will return. So keep your eyes, er, ripe and peeled.

don't



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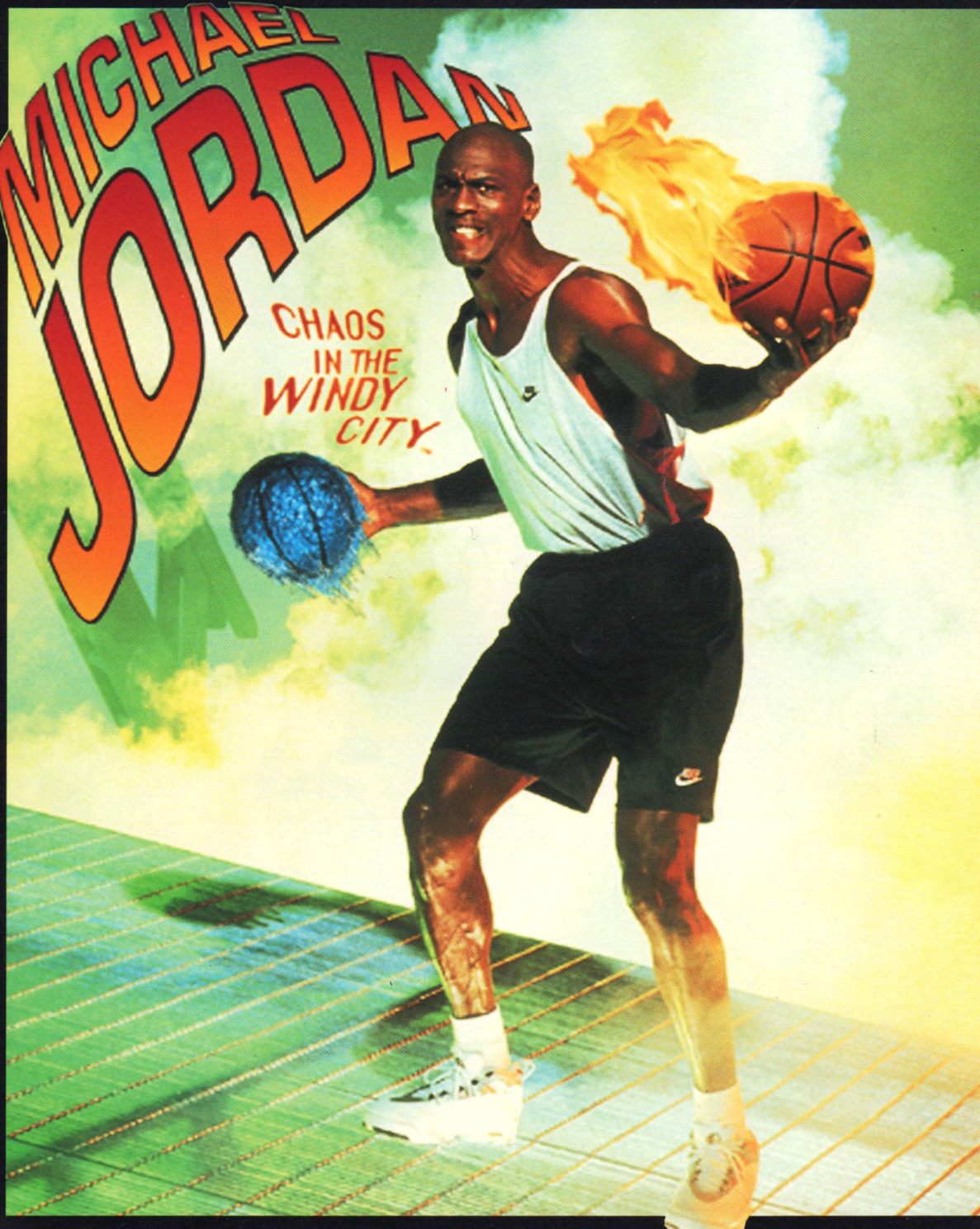

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ocean

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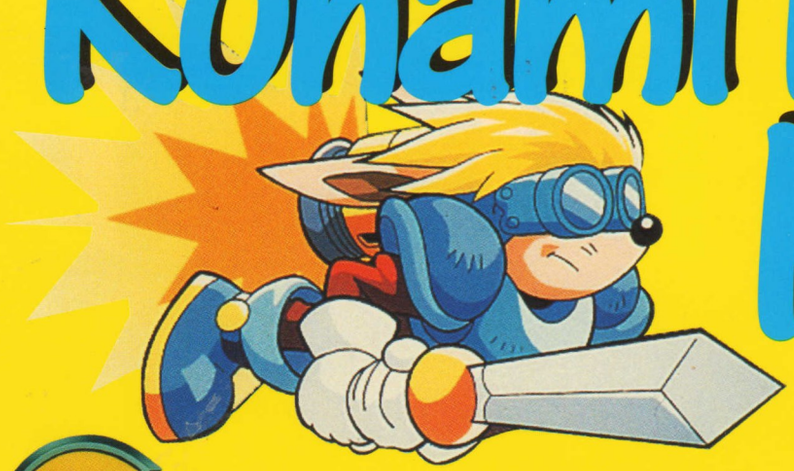

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